

	ACTION Int. Ext. Day Night
	DIALOGUE
	TIME

	ACTION Int. Ext. Day Night
<div style="border: 1px solid black; padding: 10px; display: inline-block;"> sc's 518 & 519 OUT </div>	

<div style="border: 1px solid black; padding: 2px;"> SC 520 PANEL 1 H/U </div> 	ACTION Int. Ext. Day Night
	GUARDS STANDING AT GUEST ENTRANCE AS BUSHIDO BROWN STANDING IN DOORWAY.
	DIALOGUE
	TIME 8x

<div style="border: 1px solid black; padding: 2px;"> SC 520 PANEL 2 H/U </div> 	ACTION Int. Ext. Day Night
	BUSHIDO BROWN EXITS DOOR GUARDS STEPS ASIDE.
	DIALOGUE
	TIME 24x

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STOP

START

SC 520	PANEL 3	H/U	REV	NEW
ACTION Int. <u>Ext.</u> <u>Day</u> Night				
PAN UP BUSHIDO BROWN				
DIALOGUE				
TIME				
ACTION Int. Ext. Day Night				
DIALOGUE				
TIME				
P / H 64x / 32x				

SC 521	PANEL 2	H/U	REV	NEW
ACTION Int. Ext. Day Night				
DIALOGUE				
TIME				

SC 521	PANEL 3	H/U	REV	NEW
ACTION Int. Ext. Day Night				
DIALOGUE				
TIME				

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SC 521				PANEL		H/U		REV	NEW
ACTION Int. <input checked="" type="radio"/> Ext. <input checked="" type="radio"/> Day <input checked="" type="radio"/> Night									
UP SHOT ON (H)									
DIALOGUE									
(194) HUEY "OPRAHS IN DANGER."									
TIME 32x									

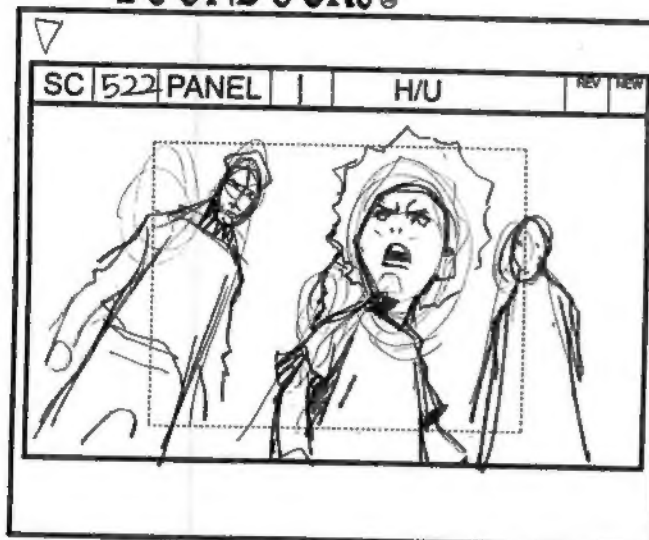
partially
smelled

SC 521				PANEL		H/U		REV	NEW
ACTION Int. <input checked="" type="radio"/> Ext. <input checked="" type="radio"/> Day <input checked="" type="radio"/> Night									
ON BUSHIDO BROWN									
DIALOGUE									
(195) BUSHIDO BROWN "NOT WHILE I'M HERE"									
TIME 52x									

SC				PANEL		H/U		REV	NEW
ACTION Int. Ext. Day Night									
DIALOGUE									
TIME									

SC				PANEL		H/U		REV	NEW
ACTION Int. Ext. Day Night									
DIALOGUE									
TIME									

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SC 522 PANEL 1 H/U

ACTION Int. (Ext) (Day) Night

UP SHOT ON (H)

DIALOGUE (196) HUEY

" I HAVE TO GET IN THAT STUDIO ... "

TIME 39x



SC 522 PANEL 2 H/U

ACTION Int. Ext. Day Night

(H) TAKES HIS STANCE

DIALOGUE (196) (CONT') HUEY

".. EVEN IF IT MEANS GOING THROUGH YOU ..."

TIME 46x



SC 522A PANEL 1 H/U

ACTION Int. (Ext) (Day) Night

ON (B.B.) LOOKING AT (H) W/ SUBTLE AMAZEMENT

DIALOGUE (197) BUSHIDO BROWN

" MAN, YOU COME STRAIGHT OUT OF A COMIC STRIP. "

TIME 77x



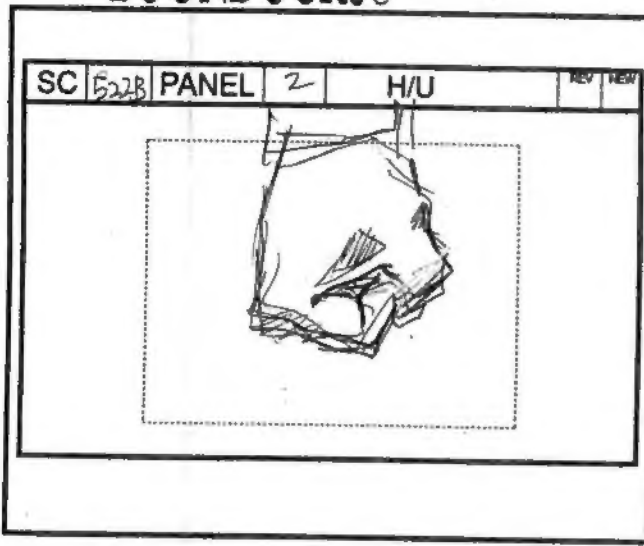
SC 522B PANEL 1 H/U

ACTION Int. (Ext) (Day) Night

CU ON (BB)'S RIGHT HAND

DIALOGUE

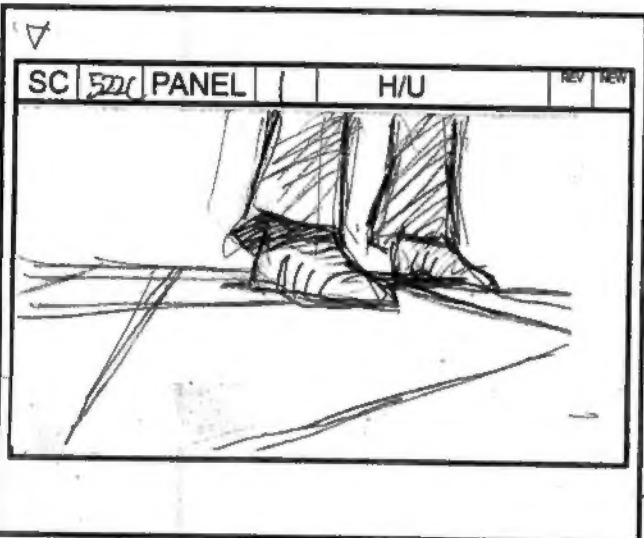
TIME 8x



ACTION Int. Ext. Day Night
 HAND TURNS INTO FIST

DIALOGUE

TIME 24x



ACTION Int. Ext. Day Night
 ON (B)'S FEET

DIALOGUE

TIME 6x



ACTION Int. Ext. Day Night
 (B) MOVES FEET TO A FIGHTING STANCE. PAN UP AFTER MOVEMENT.

DIALOGUE

STOP

TIME

H	P	H
16x	15x	32x

ACTION Int. Ext. Day Night

PAN

↑

DIALOGUE

START

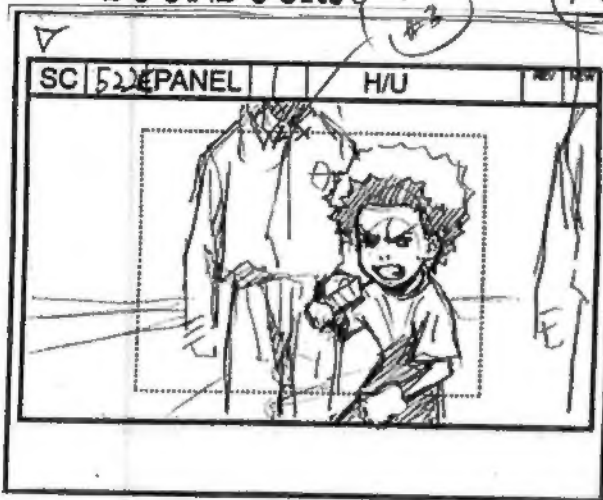
TIME

SC 5220		PANEL	H/U	REV	NEW
ACTION Int. Ext. Day Night WIDE SHOT OF (B) FACING (H). PAN RIGHT ACROSS SC.					
(SG #3) (SG #4) (SG #5)					
START ——— STOP PAN					
P 46x					

SC		PANEL	H/U	REV	NEW
ACTION Int. Ext. Day Night					
DIALOGUE					
TIME					

SC		PANEL	H/U	REV	NEW
ACTION Int. Ext. Day Night					
DIALOGUE					
TIME					

SC		PANEL	H/U	REV	NEW
ACTION Int. Ext. Day Night					
DIALOGUE					
TIME					

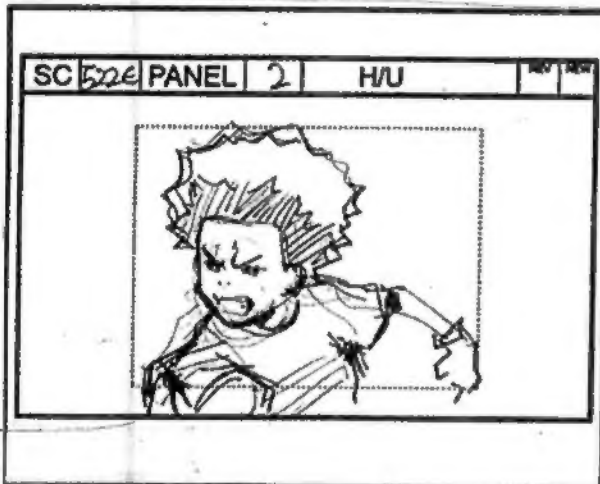


ACTION Int. Ext. Day Night

MS / ON. (A) PISSED OFF.
SECURITY GUARDS STANDING
BEHIND (A).

DIALOGUE

TIME ME 10x

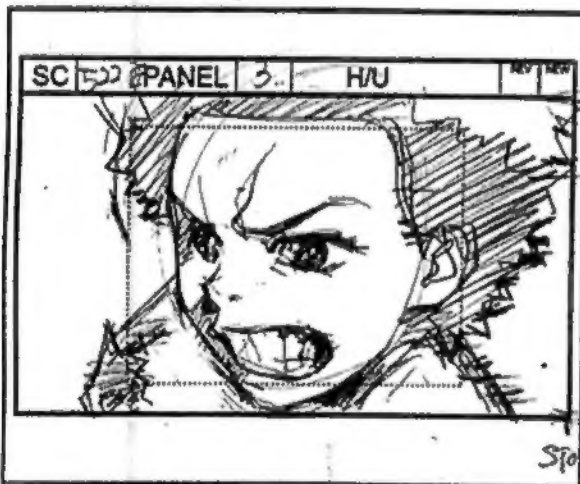


ACTION Int. Ext. Day Night

(A) RUN TOWARD (OS)
(BB).

DIALOGUE

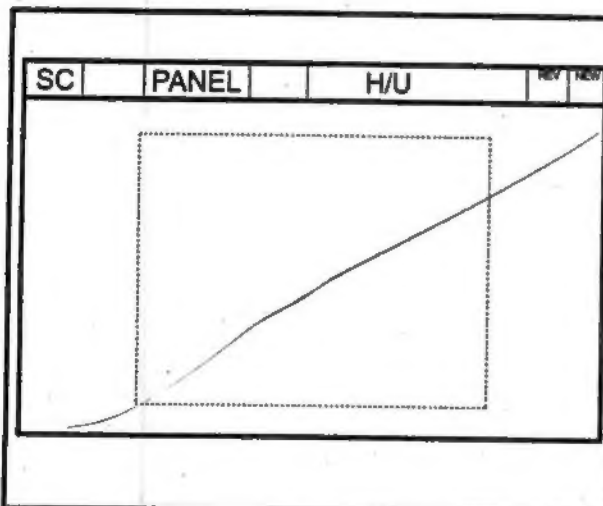
TIME 6x



ACTION Int. Ext. Day Night

PAN ADJ. w/ACTION
OF (A)
(A) CONT. TO
RUN TOWARD
(OS) (BB).

TIME START P / H
4x / 4x



ACTION Int. Ext. Day Night

DIALOGUE

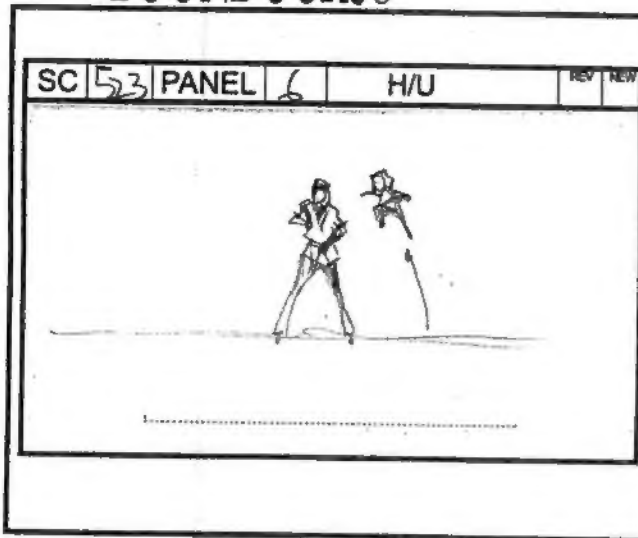
TIME

SC				PANEL				H/U				REV	NEW
ACTION Int. Ext. Day Night													
DIALOGUE													
TIME													

SC				PANEL				H/U				REV	NEW
ACTION Int. Ext. Day Night													
DIALOGUE													
TIME													

SC 523				PANEL				H/U				REV	NEW
ACTION Int. Ext. Day Night													
<p>PAN W/H RUNNING QUICKLY TOWARD B.</p>													
<p>SC #2 SG #1</p> <p>STOP ← PAN ← START</p> <p>A / P 4x / 6x</p>													

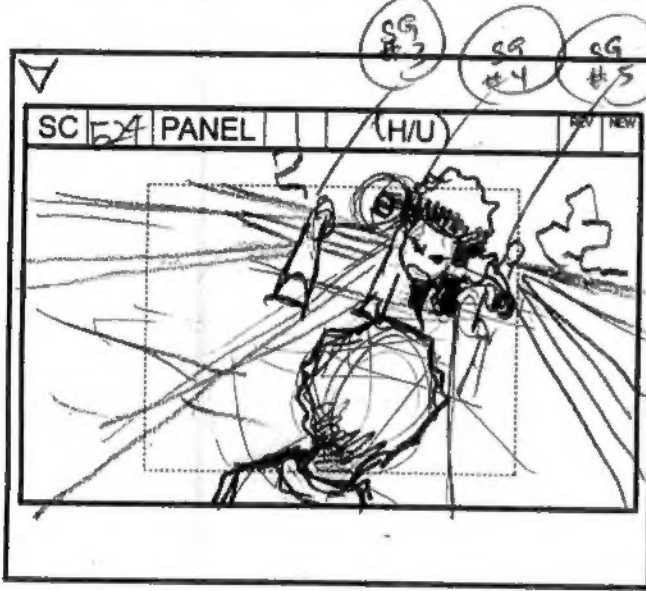
SC				PANEL				H/U				REV	NEW
<p>NO SC</p> <p>SC 523 continues</p>													
DIALOGUE													
TIME													



ACTION Int. Ext. Day Night
 (H) LEAPS INTO THE AIR.

DIALOGUE

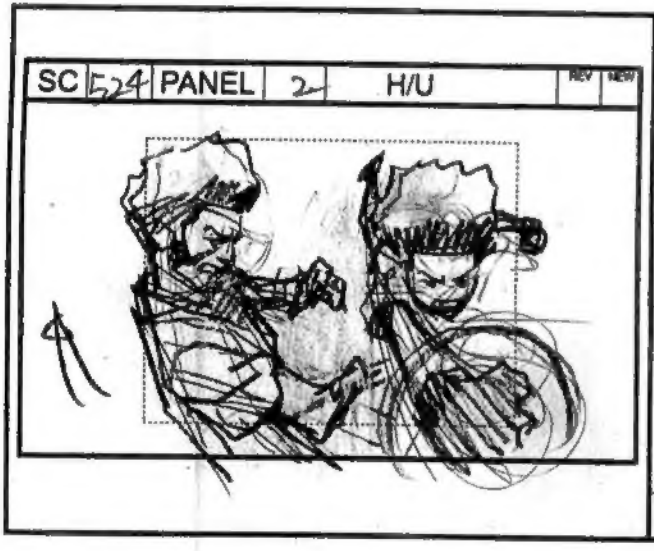
TIME 102



ACTION Int. Ext. Day Night
 ON (H) FLYING UP TO PUNCH (B).

DIALOGUE

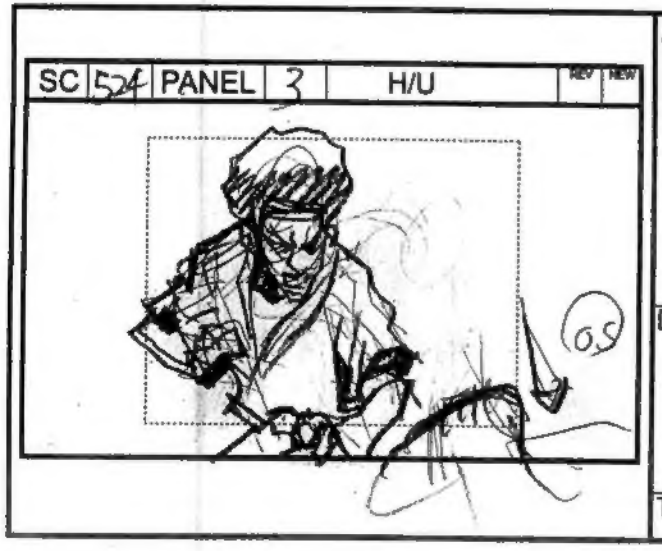
TIME 122



ACTION Int. Ext. Day Night
 (B) DODGES (H)'S PUNCH.

DIALOGUE

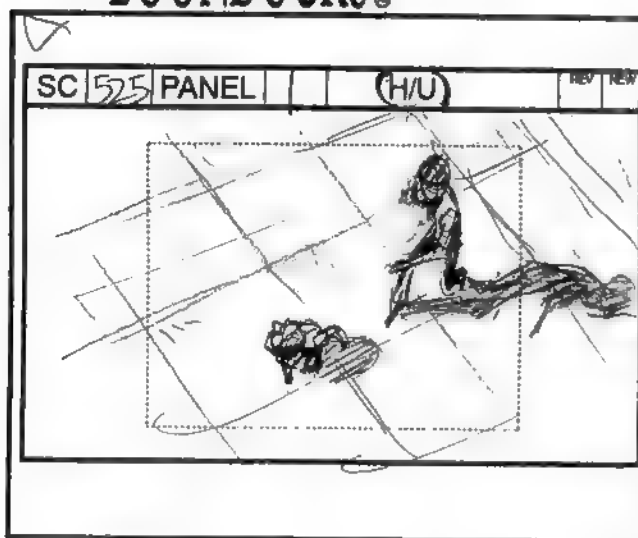
TIME 82



ACTION Int. Ext. Day Night
 (H) FALLS O.S. AS (B) TURNS TO CAM

DIALOGUE

TIME 242

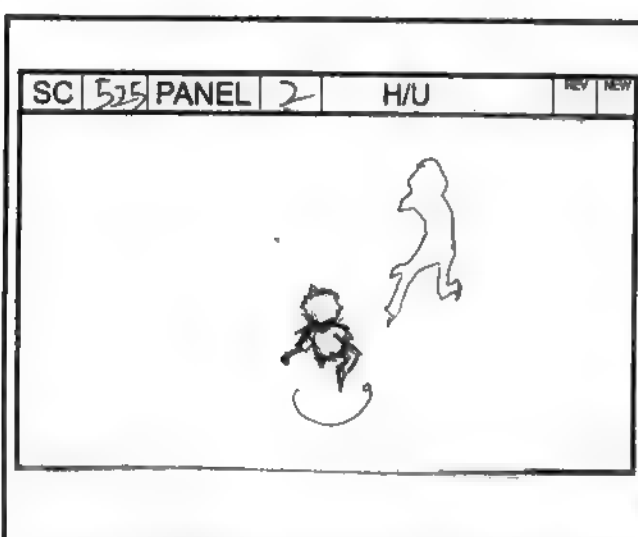


SC 525 PANEL 1 (H/U) Int. Ext. Day Night

ACTION
 DOWNSHOT OF (H) LANDING.
 AS (B) FACES HIM.

DIALOGUE

TIME 10x

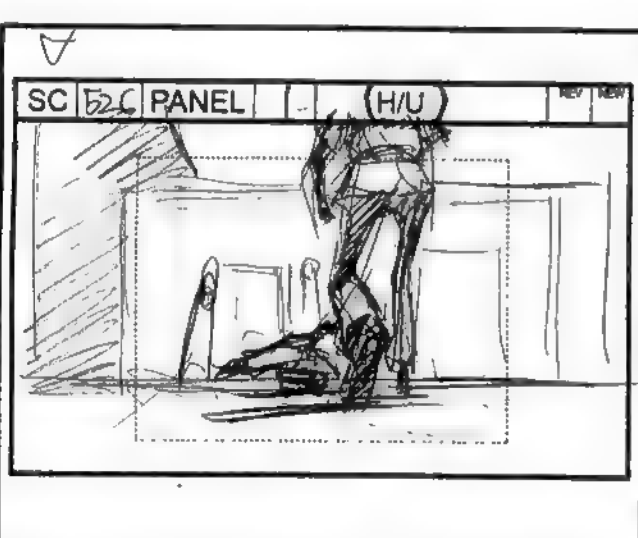


SC 525 PANEL 2 H/U Int. Ext. Day Night

ACTION
 (H) STARTS TO SPIN AROUND
 ATTEMPTING A LEG SWEEP.

DIALOGUE

TIME 4x

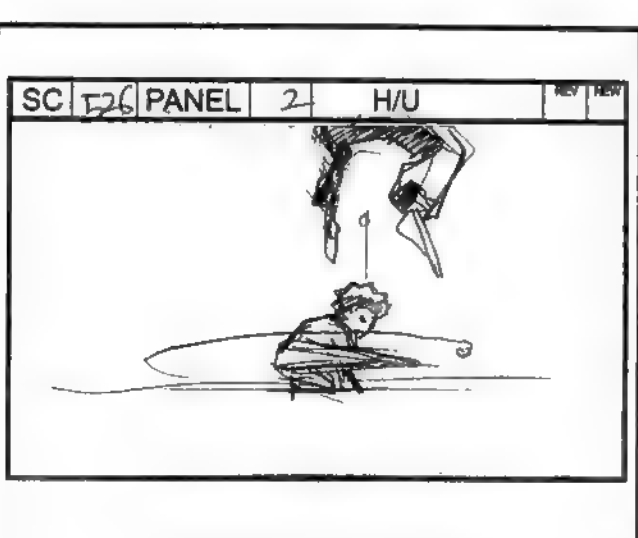


SC 526 PANEL 1 (H/U) Int. Ext. Day Night

ACTION
 WIDESHOT MID-ACTION AS (H)
 CONT'S HIS LEG SWEEP.

DIALOGUE

TIME 4x

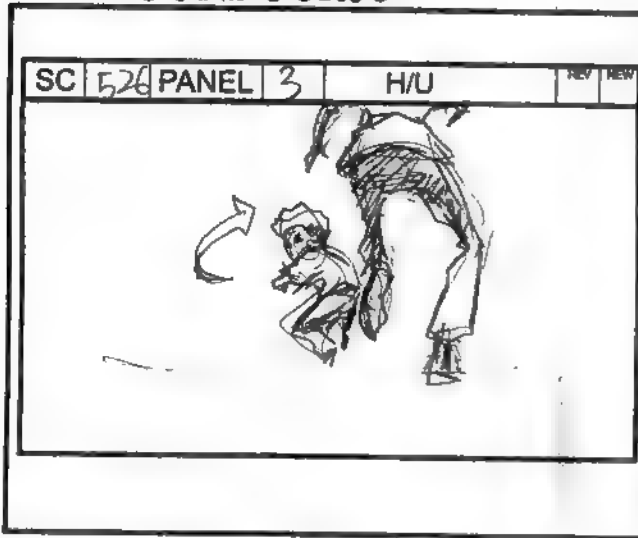


SC 526 PANEL 2 H/U Int. Ext. Day Night

ACTION
 (B) JUMPS UP DODGING THE
 LEG SWEEP.

DIALOGUE

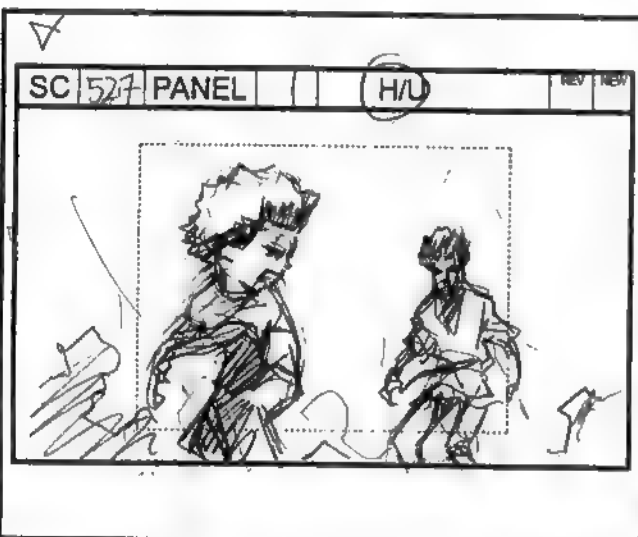
TIME 4x



ACTION Int. Ext. Day Night
 (H) GETS TO HIS FEET AS (B) LANDS

DIALOGUE

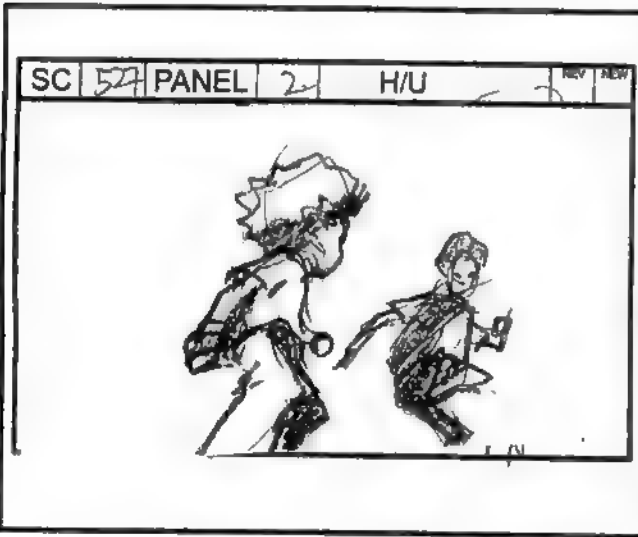
TIME 4x



ACTION Int. Ext. Day Night
 (H) IN FG. PREPARES TO TURN AS (B) PREPARES TO KICK.

DIALOGUE

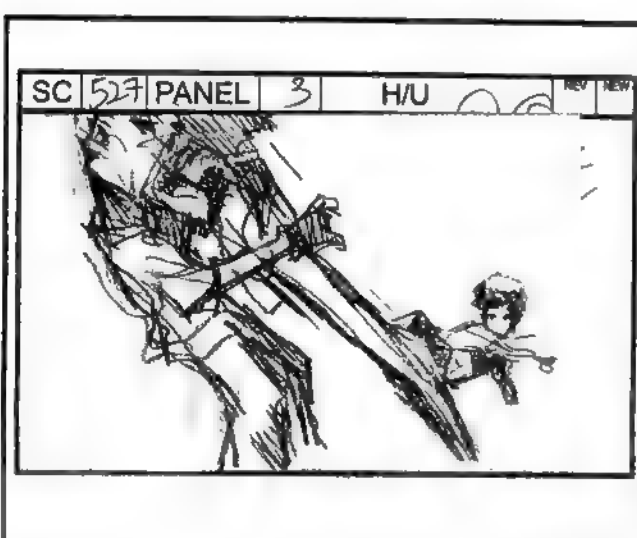
TIME 4x



ACTION Int. Ext. Day Night
 ACTION CONT'

DIALOGUE

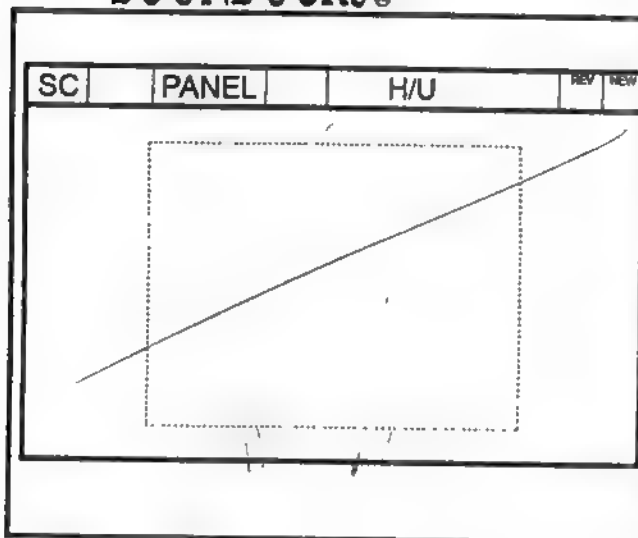
TIME 4x



ACTION Int. Ext. Day Night
 (B) KICKS (H) IN THE HEAD W/A LIGHTNING FAST KICK.

DIALOGUE

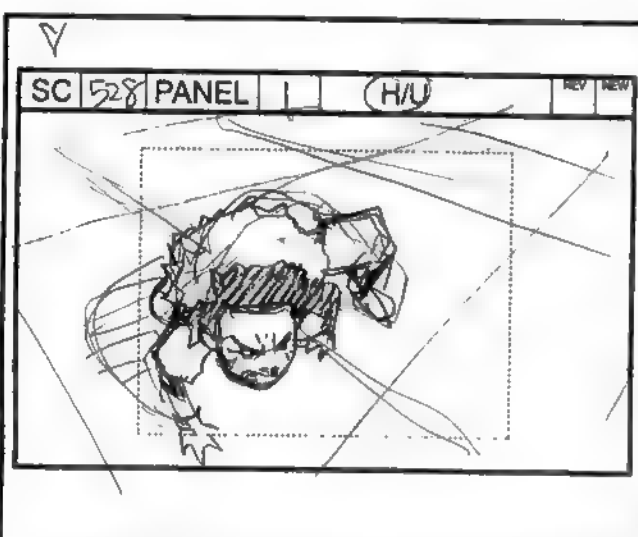
TIME 8x



ACTION Int. Ext. Day Night

DIALOGUE

TIME

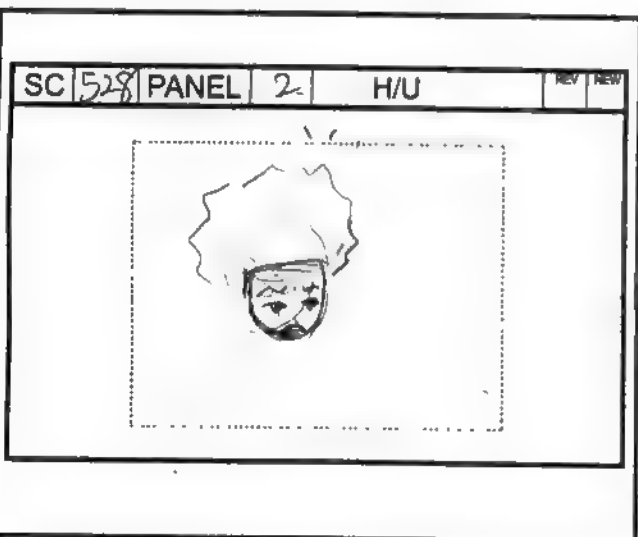


ACTION Int. Ext. Day Night

DOWNSHOT OF (H) ON THE GROUND
PISSED THAT HE GOT HIT.

DIALOGUE

TIME 20x

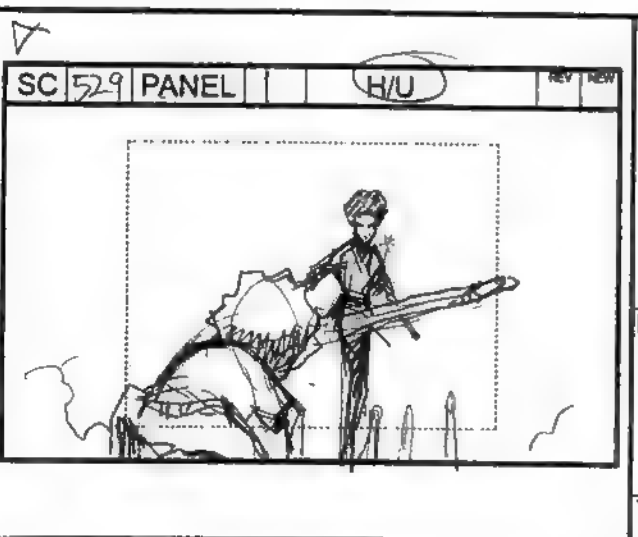


ACTION Int. Ext. Day Night

ON (H)'S SURPRISED REACTION OF
(B)'S (O.S) ACTION.

DIALOGUE

TIME 10x

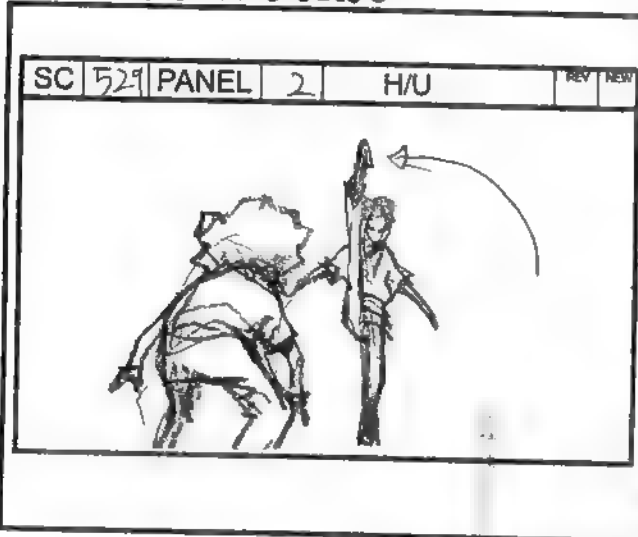


ACTION Int. Ext. Day Night

(H) IN FG. AS. (B) PREPARES ANOTHER
LEG ATTACK

DIALOGUE

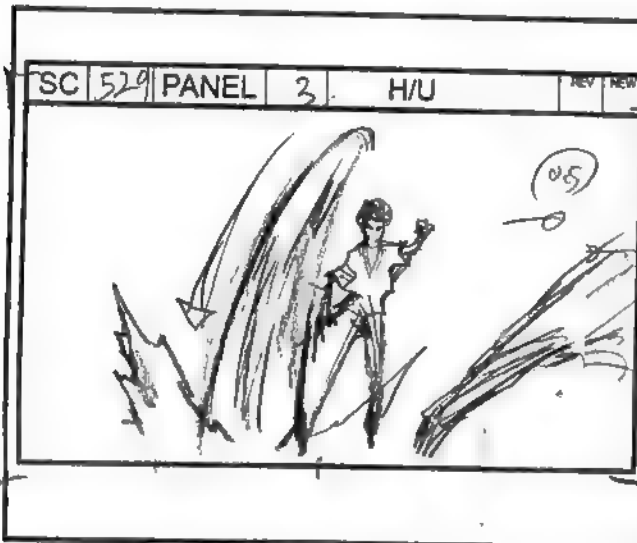
TIME 20x



ACTION Int. Ext. Day Night
 (B)'S LEG ANTICS UP TO STRIKE AS (H) RISES.

DIALOGUE

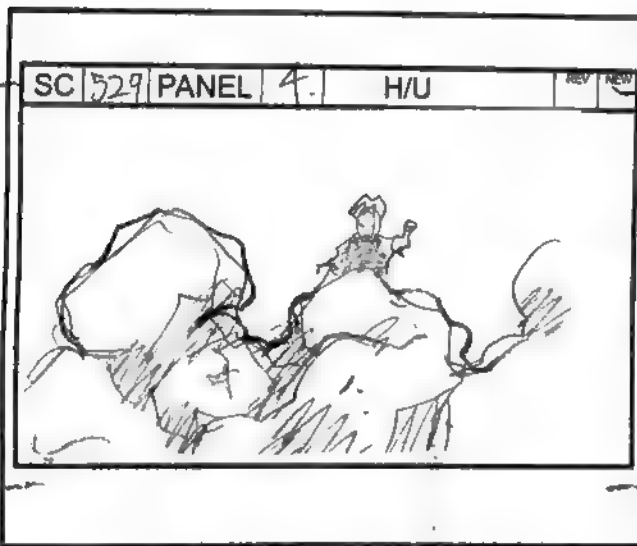
TIME 20x



ACTION Int. Ext. Day Night
 'CAM SHAKE' AS (B)'S FOOT SMASHES DOWN AND (H) JUMPS OUT OF THE WAY.
 SHAKE IN CAMERA

DIALOGUE

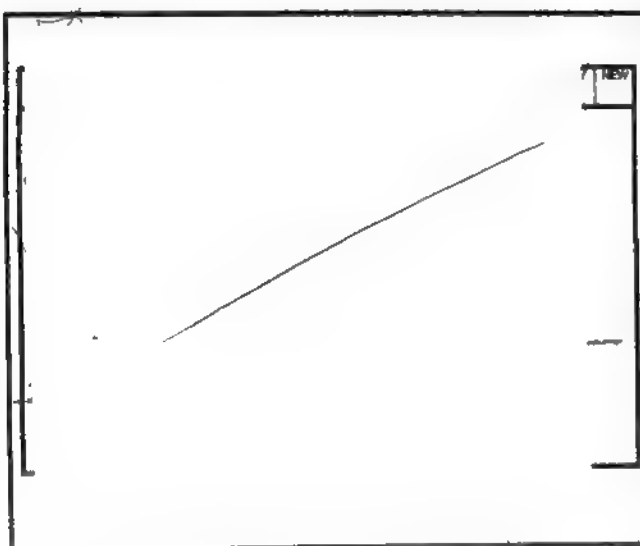
TIME 6x



ACTION Int. Ext. Day Night
 ON SMOKE RISING FROM (B)'S POWERFUL FOOT IMPACT.
 I + P SMOKE

DIALOGUE

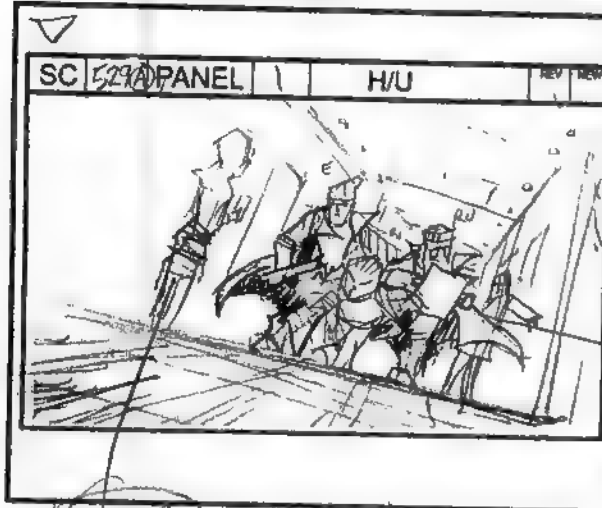
TIME 15x



ACTION Int. Ext. Day Night
 .
 .

DIALOGUE

TIME



ACTION Int. Ext. Day Night

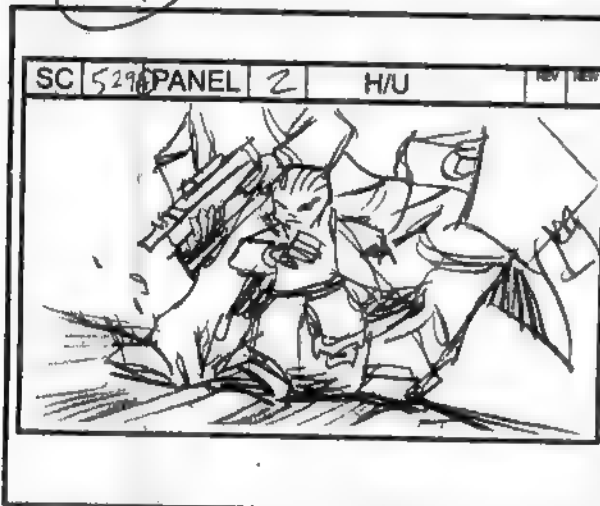
INTERIOR T.V. STUDIO HALLWAY
 W/RILEY, RUMMY & ED III
 RUNNING THROUGH HALLWAY.
 RUMMY w/ MAP
 EDIT WITH SUB MACHINE GUN

DIALOGUE

WORKER # 5

TIME 29x

WORKER #4

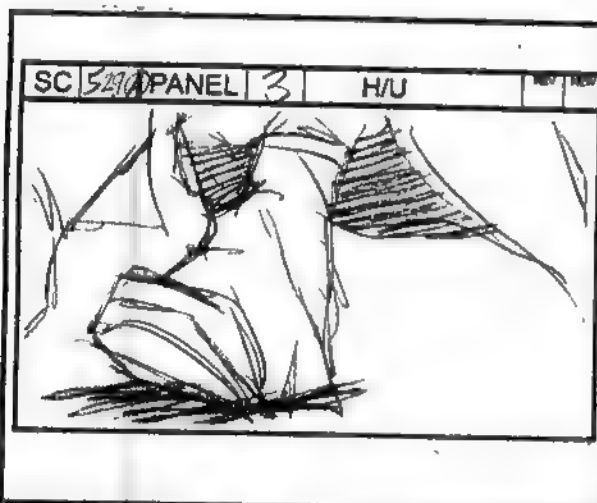


ACTION Int. Ext. Day Night

(CONT. ACTION)

DIALOGUE

TIME 16x

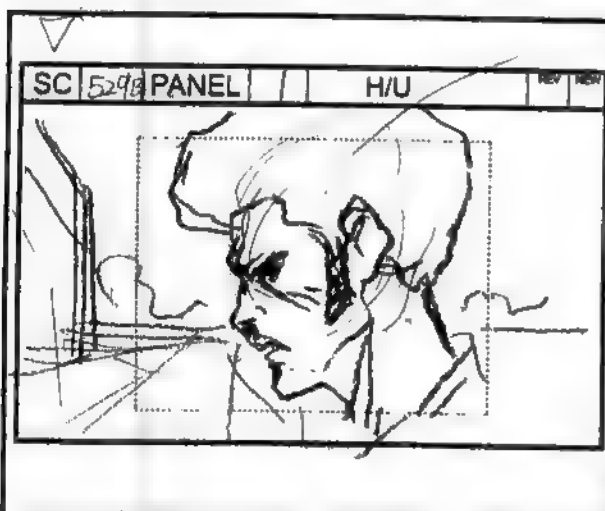


ACTION Int. Ext. Day Night

RILEY, RUMMY & ED III
 RUN OUT OF S.C.

DIALOGUE

TIME 10x

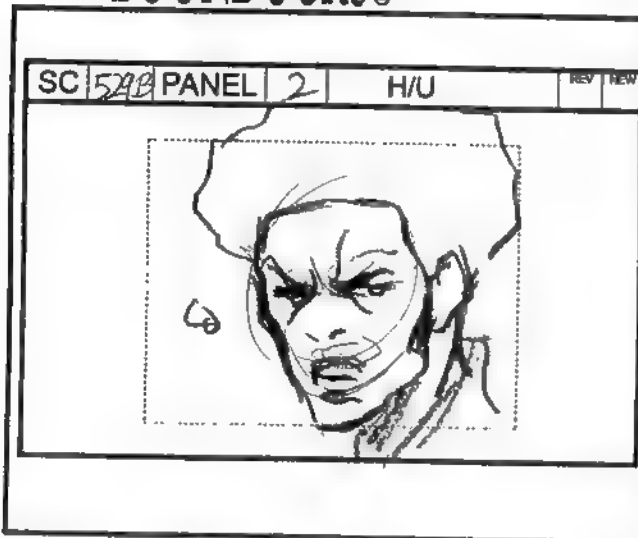


ACTION Int. Ext. Day Night

SIDE VIEW OF (B) LOOKING OUT
 THE CORNER OF HIS EYE

DIALOGUE

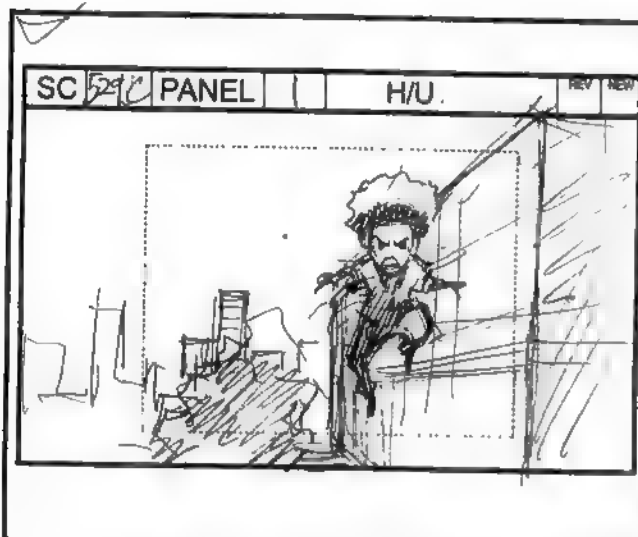
TIME 6x



ACTION Int. Ext. Day Night
HE TURNS TO CAM'

DIALOGUE

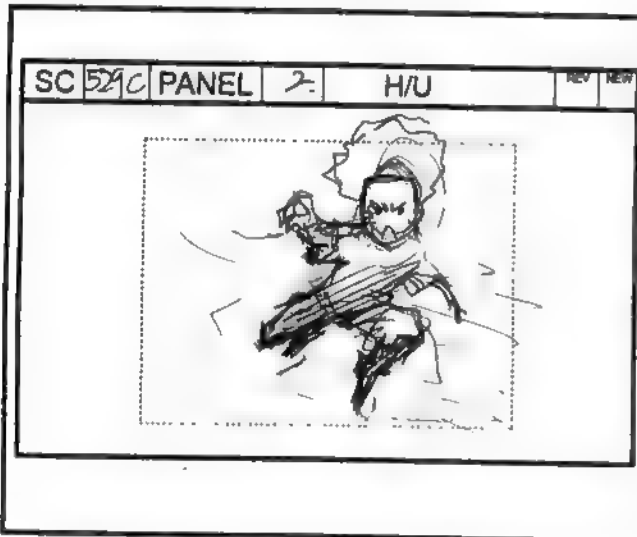
TIME 10x



ACTION Int. Ext. Day Night
ON (H) LEAPING TOWARD CAM'

DIALOGUE

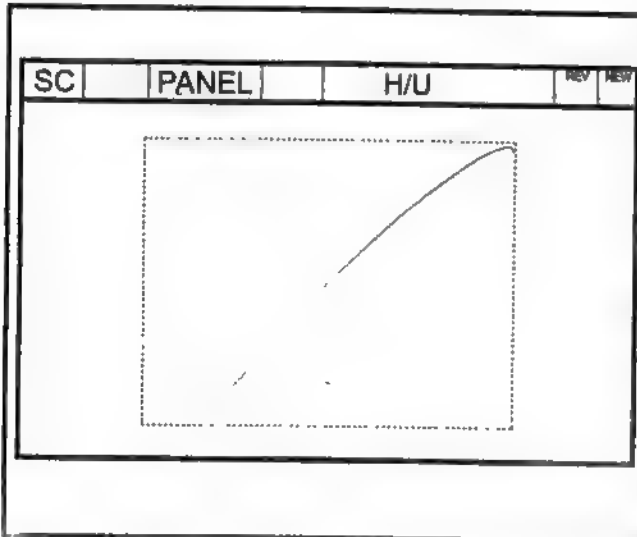
TIME 10x



ACTION Int. Ext. Day Night ACTION CONT'AS
(H) PREPARES TO KICK.

DIALOGUE

TIME 10x



ACTION Int. Ext. Day Night

DIALOGUE

TIME

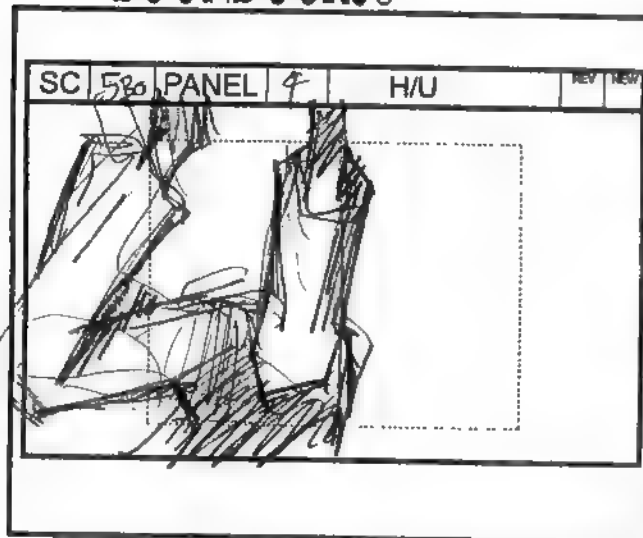
SC			PANEL			H/U			REV	NEW
ACTION Int. Ext. Day Night										
DIALOGUE										
TIME										

SC 530			PANEL 1			H/U			REV	NEW
ACTION Int. Ext. Day Night										
WIDE ON (B) LOOKING TOWARD (H) FALLING TOWARD HIM										
DIALOGUE										
TIME 10x										

SC 530			PANEL 2			H/U			REV	NEW
ACTION Int. Ext. Day Night										
STOP PAN UP AS (H) KICKS (B) UPWARDS.										
START										
DIALOGUE										
TIME PAN 12x										

SC 530			PANEL 3			H/U			REV	NEW
ACTION Int. Ext. Day Night										
BOSHDO BROWN FLYING BACK INTO CAMERA AS (H) LANDS. (OS)										
DIALOGUE										
TIME 6x										

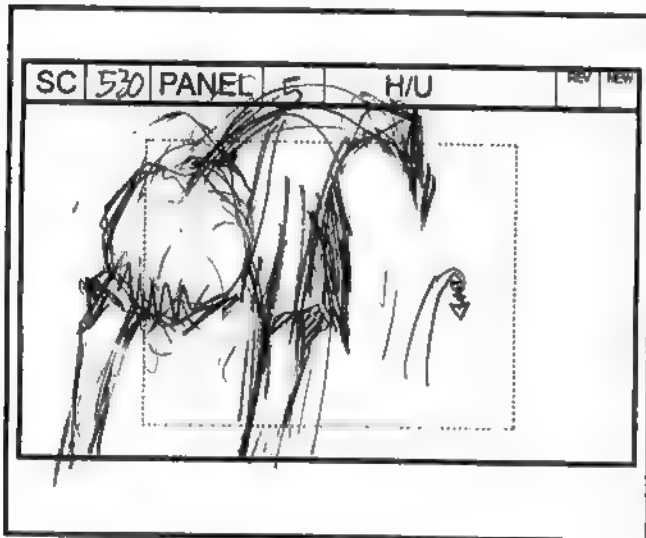
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ACTION Int. Ext. Day Night
 (B) CATCHES HIMSELF W/ HIS HANDS AND ANTICS HIS LEGS DOWNWARD TO SPRING UP.

DIALOGUE

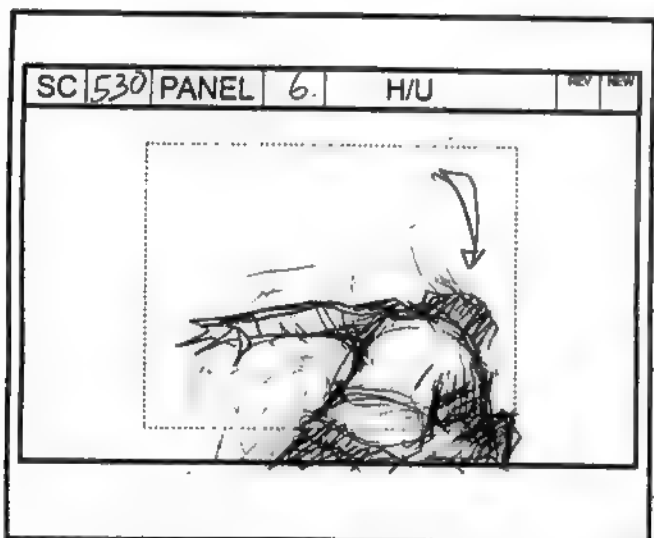
TIME 14x



ACTION Int. Ext. Day Night
 (B) SPRINGS FORWARD

DIALOGUE

TIME 6x

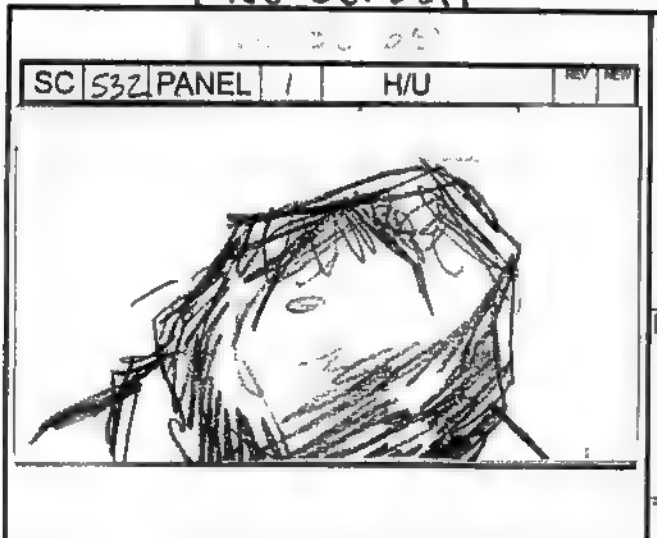


ACTION Int. Ext. Day Night
 (B) LANDS

DIALOGUE

TIME 10x

NO SC. 531



ACTION Int. Ext. Day Night
 TOP OF (B)'S HEAD

DIALOGUE

TIME 4x

NO SC. 531



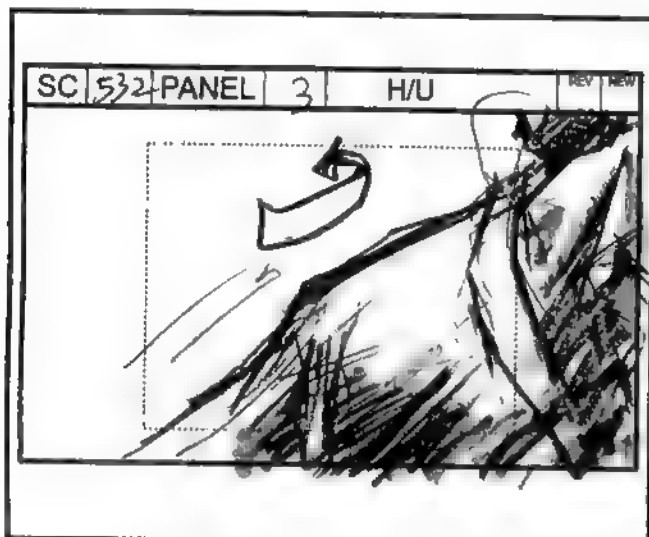
ACTION Int. Ext. Day Night

ON (B) PISSED

BLUR BG. UP.

DIALOGUE

TIME 38x



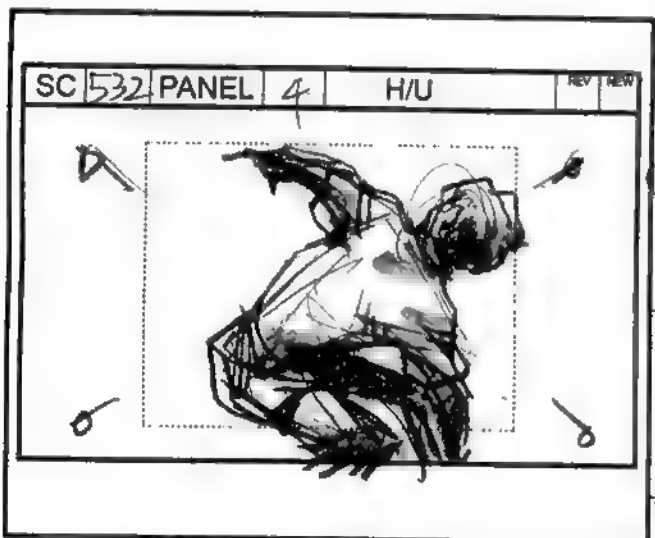
ACTION Int. Ext. Day Night

(B) PREPARES TO SPIN AROUND TO ATTACK



DIALOGUE

TIME 41x

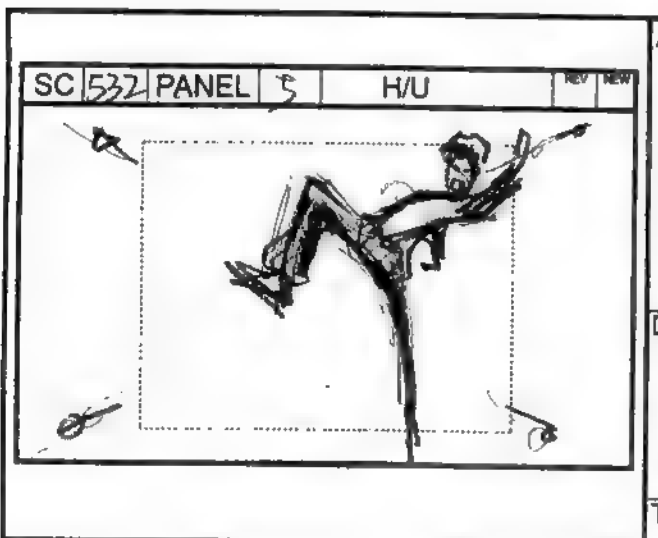


ACTION Int. Ext. Day Night

ACTION CONT AS WE ANIMATE W/ TRUCK OUT.

DIALOGUE

TIME 42x

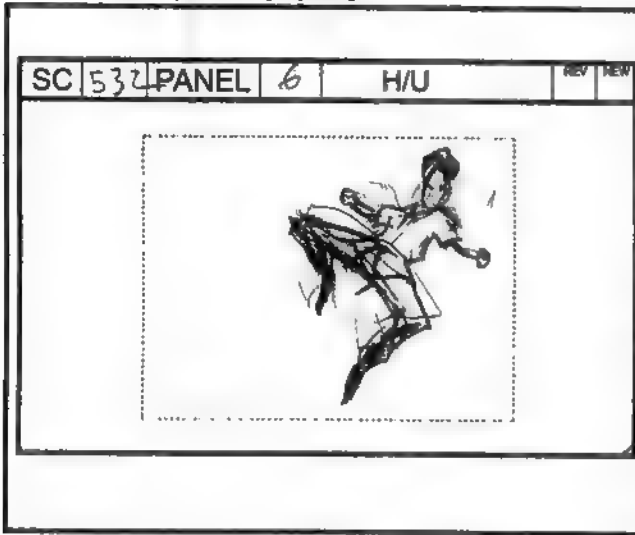


ACTION Int. Ext. Day Night

ACTION CONT' AS (B) LAUNCHES HIMSELF INTO THE AIR.

DIALOGUE

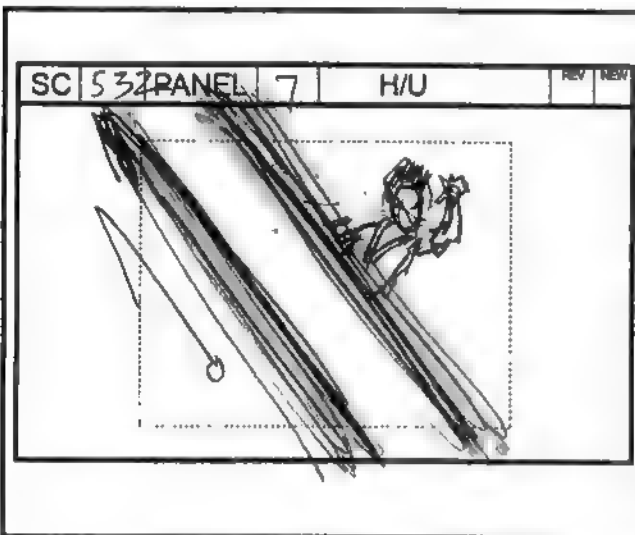
TIME 43x



ACTION Int. Ext. Day Night
 ACTION CONT'

DIALOGUE

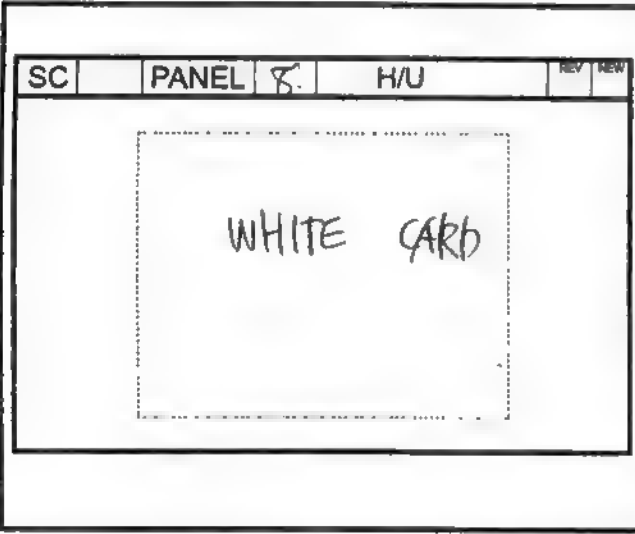
TIME 8x



ACTION Int. Ext. Day Night HIS LEG
 WHITE FLASH STRIKES UPWARD
 FROM (B)'S ATTACK.

DIALOGUE

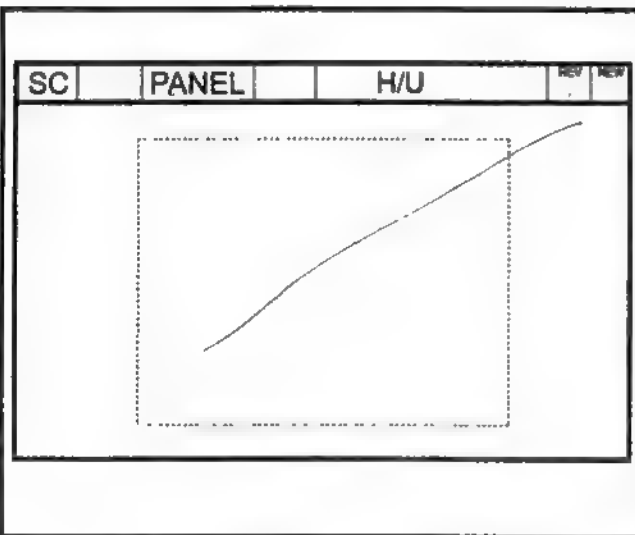
TIME 10x



ACTION Int. Ext. Day Night
 ON WHITE FLASH.

DIALOGUE

TIME 10x

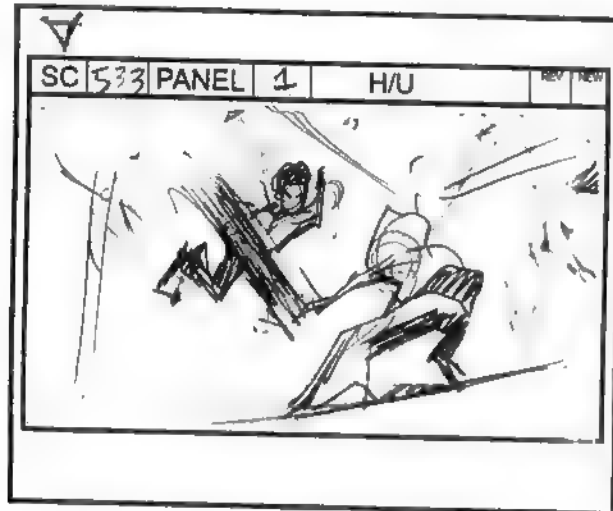


ACTION Int. Ext. Day Night

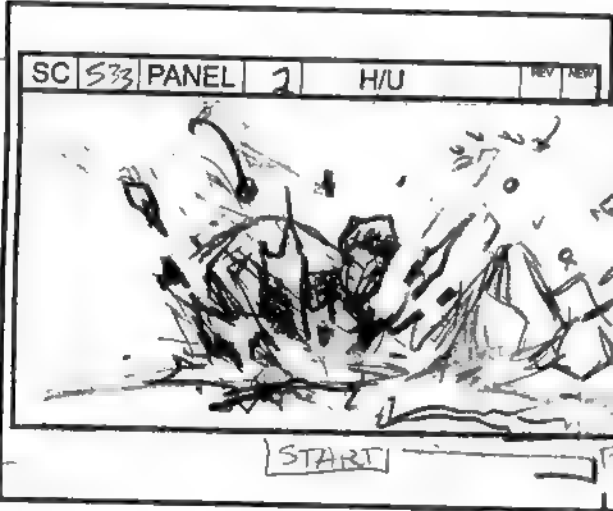
DIALOGUE

TIME

NEW	ACTION	Int.	Ext.	Day	Night	
	DIALOGUE					
TIME						



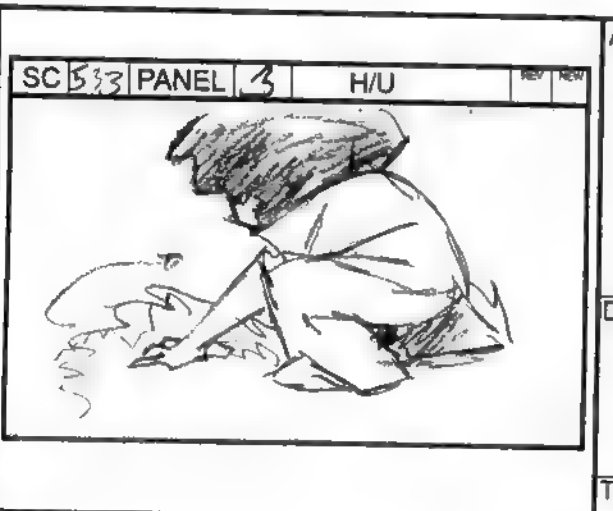
SC 533	PANEL 1	H/U	REV	NEW				
ACTION					Int.	Ext.	Day	Night
(B)'S KICK ARC'S DOWNWARD TOWARD (H). BLUR EFX ON KICK								
DIALOGUE								
TIME								



SC 533	PANEL 2	H/U	REV	NEW				
ACTION					Int.	Ext.	Day	Night
DAN W/ HUEY AS HE ESCAPES BUSHIDO BROWN'S KICK. DEBRIS FLIES								
DIALOGUE								
TIME								

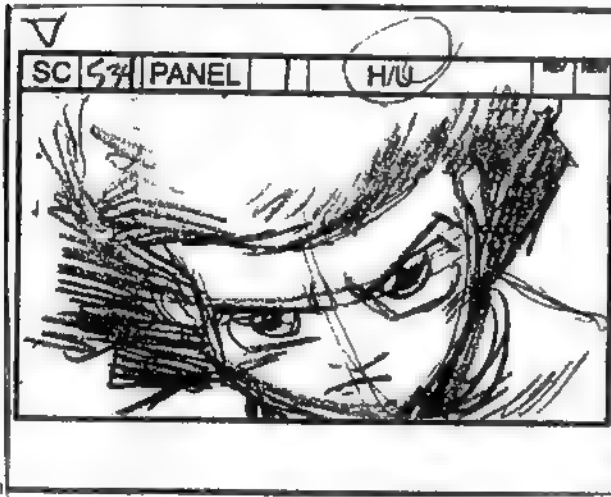
START ————— PAN - ACROSS ————— STOP

PAN 24x



SC 533	PANEL 3	H/U	REV	NEW				
ACTION					Int.	Ext.	Day	Night
HUEY SPINS AROUND ON GROUND								
DIALOGUE								
TIME								

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SC 333 | PANEL 1 | H/U

ACTION Int. Ext. Day Night

cu/
ON (H) MAD REACTION

DIALOGUE

TIME 4x



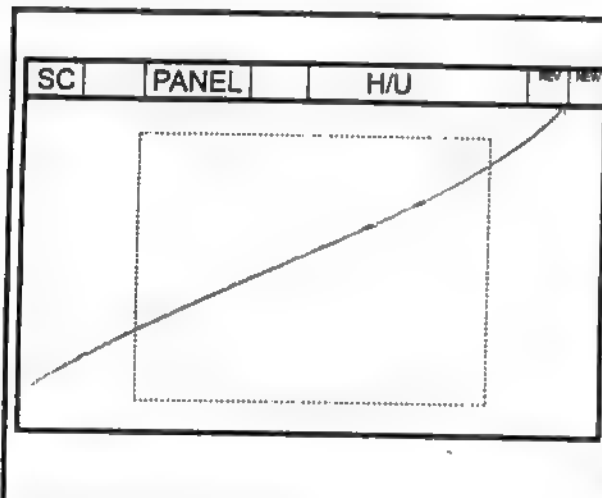
SC 334 | PANEL 2 | H/U

ACTION Int. Ext. Day Night

(H) REACTION TURN TO
A. STUNNED REACTION.

DIALOGUE

TIME 12x

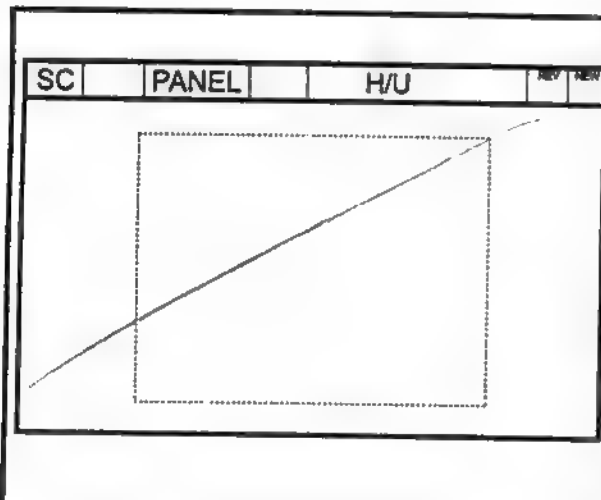


SC | PANEL | H/U

ACTION Int. Ext. Day Night

DIALOGUE

TIME



SC | PANEL | H/U

ACTION Int. Ext. Day Night

DIALOGUE

TIME

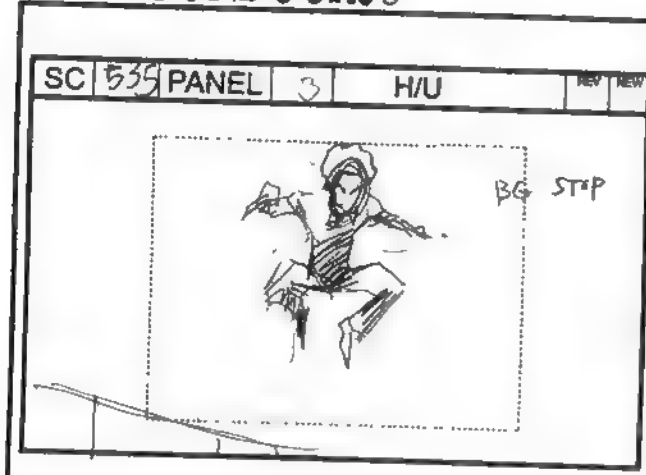
SC				PANEL				H/U				REV	NEW		
												ACTION Int. Ext. Day Night			
DIALOGUE															
TIME															

SC				PANEL				H/U				REV	NEW		
												ACTION Int. Ext. Day Night			
DIALOGUE															
TIME															

SC 335				PANEL 1				H/U				REV	NEW		
												ACTION Int. Ext. Day Night			
BOSHIDO BROWN UP INTO MID-AIR															
DIALOGUE															
TIME 4X															

SC 335				PANEL 2				H/U				REV	NEW		
												ACTION Int. Ext. Day Night			
CONT. ACTION. PAN BG. DOWN.															
DIALOGUE															
TIME 4X															

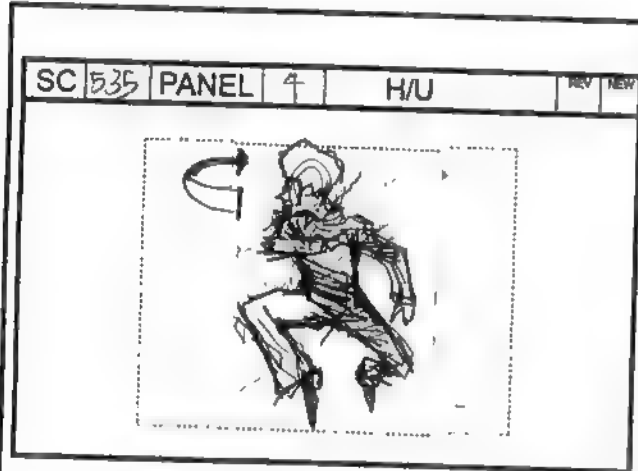
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ACTION Int. Ext. Day Night
 STOP PAN OF BG.

DIALOGUE

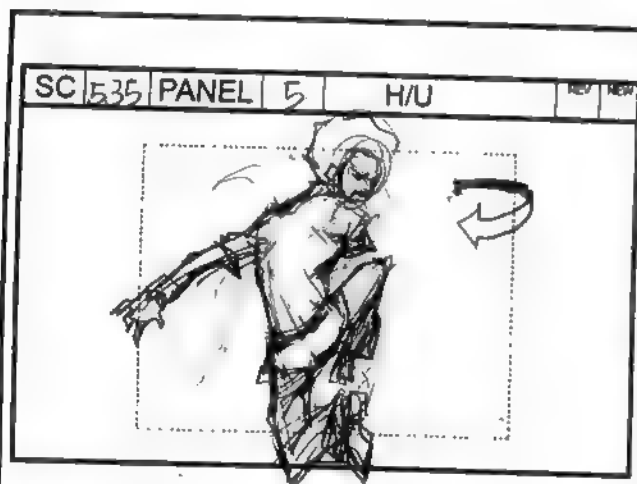
TIME 12x



ACTION Int. Ext. Day Night
 (B) SPINS AROUND TO KICK

DIALOGUE

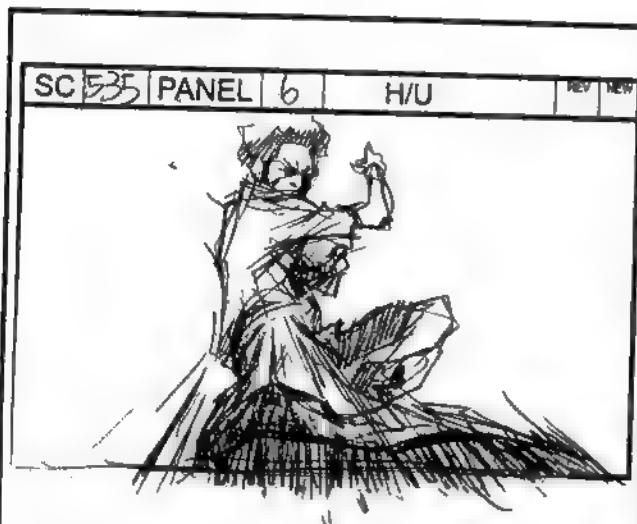
TIME 6x



ACTION Int. Ext. Day Night
 ACTION CONT'

DIALOGUE

TIME 4x



ACTION Int. Ext. Day Night
 (B) KICKS TOWARD CAM'
 BLUR EFX ON KICK

DIALOGUE

TIME 4x

SC	PANEL	H/U	REV	NEW
ACTION Int. Ext. Day Night NO SC.				
DIALOGUE				
TIME				

SC 536	PANEL 1	H/U	REV	NEW
ACTION Int. Ext. Day Night POV/EXT. T.V. STUDIO - REAR ENTRANCE. BUSHIDO BROWN KICK HUEY T/I I+P SPEED LINES				
DIALOGUE				
NO BLUR ON KICK				
TIME 10x				

SC 536	PANEL 2	H/U	REV	NEW
ACTION Int. Ext. Day Night HUEY DODGES KICK. SECURITY GUARD WITH STUNNED REACTION SEEING KICK COMING AT THEM.				
DIALOGUE				
T/I I+P SPEED LINES				
TIME 10x				

SC 537	PANEL 1	H/U	REV	NEW
ACTION Int. Ext. Day Night WIDE/EXT. T.V. STUDIO - REAR ENTRANCE BUSHIDO BROWN KICK SECURITY GUARDS				
DIALOGUE				
TIME 8x				

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SC 537		PANEL 2	H/U	REV	NEW
ACTION Int. Ext. Day Night					
SECURITY GUARDS GET KICKED BY BUSHIDO BROWN					
DIALOGUE					
TIME 8x					

SC 537		PANEL 3	H/U	REV	NEW
ACTION Int. Ext. Day Night					
SECURITY GUARD COME FLYING TOWARD CAM.					
DIALOGUE					
TIME 8x					

SC 537		PANEL 4	H/U	REV	NEW
ACTION Int. Ext. Day Night					
GUARDS FALL (OS) HUEY LAYING ON GROUND. BUSHIDO BROWN LEG UP IN A FINISHED KICKING POSE.					
DIALOGUE					
TIME 12x					

SC 537		PANEL 1	H/U	REV	NEW
ACTION Int. Ext. Day Night					
MS/ EXT. T.V. STUDIO - REAR ENTRANCE BUSHIDO BROWN LEG UP IN A FINISHED KICKING POSE					
DIALOGUE					
TIME 12x					

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ACTION Int. Ext. Day Night
 BUSHIDO BROWN
 LEG CIRCLE AROUND...
 NO BLUR ON KICK

DIALOGUE

TIME 127



ACTION Int. Ext. Day Night
 LEG DOWN TO (05)

DIALOGUE

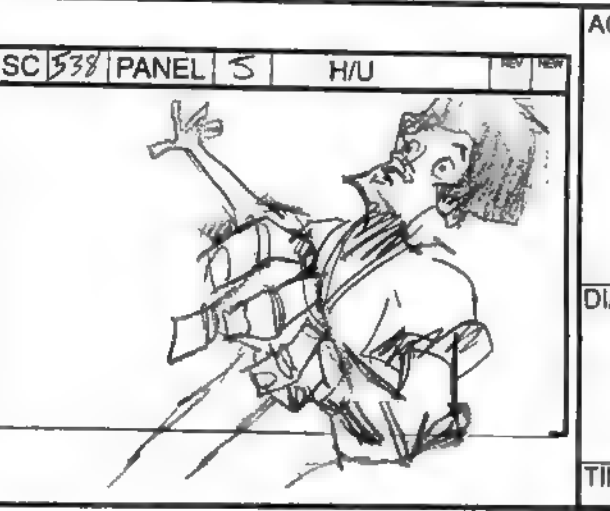
TIME 21x



ACTION Int. Ext. Day Night
 INTO READY POSE

DIALOGUE

TIME 30x



ACTION Int. Ext. Day Night
 ! LOOSES BALANCE

DIALOGUE

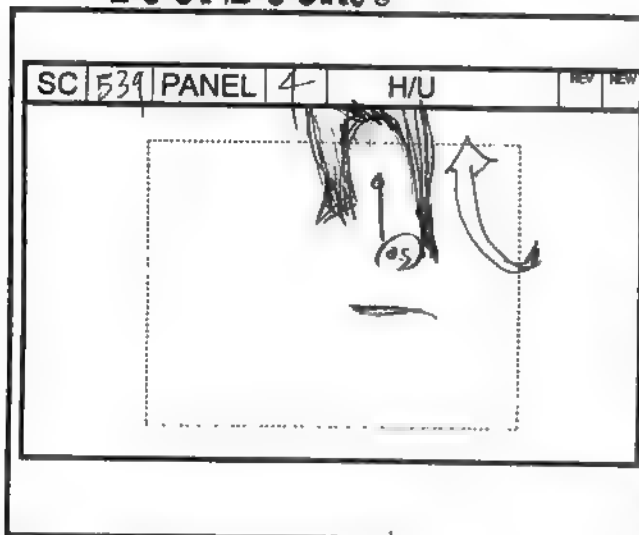
TIME 4x

SC	PANEL	H/U	REV	NEW
ACTION Int. Ext. Day Night				
DIALOGUE				
TIME				

✓	SC 539	PANEL	H/U	REV	NEW
ACTION Int. Ext. Day Night (H) LEG-SWEEPS (B)'S FEET					
DIALOGUE					
TIME 6x					

SC 539	PANEL 2	H/U	REV	NEW
ACTION Int. Ext. Day Night (B) FALLS UPWARD + (O.S.)				
DIALOGUE				
TIME 6x				

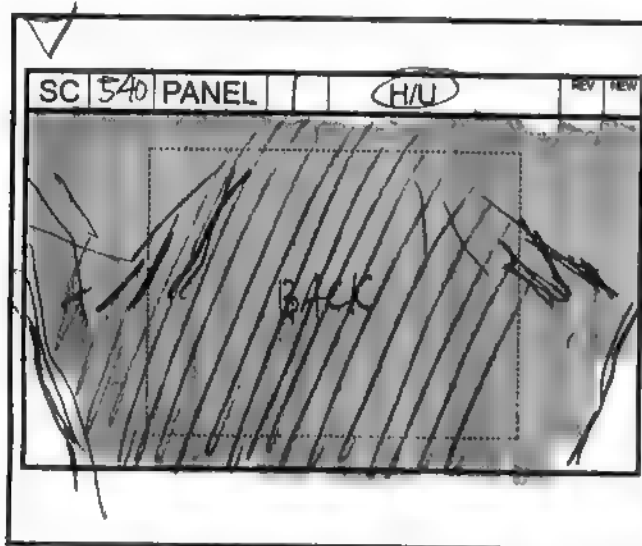
SC 539	PANEL 3	H/U	REV	NEW
ACTION Int. Ext. Day Night (H) QUICKLY SPINS UPWARD.				
DIALOGUE				
TIME 10x				



ACTION Int. Ext. Day Night
 (H) LEAPS INTO THE AIR.

DIALOGUE

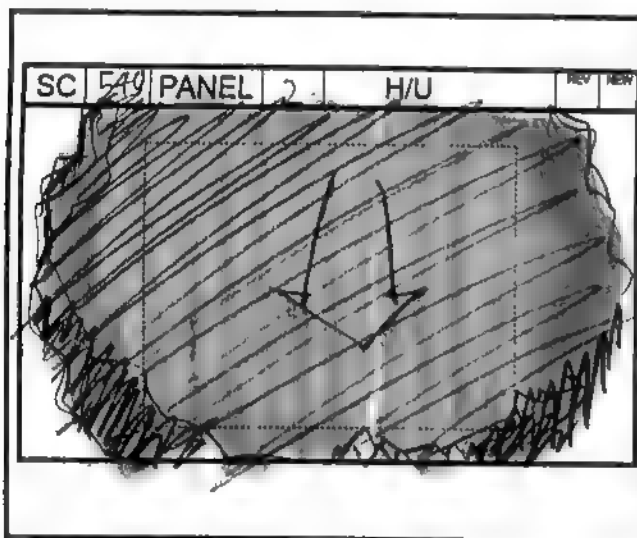
TIME 4x



ACTION Int. Ext. Day Night
 ON THE BACK OF (B). FALLING INTO CAM.

DIALOGUE

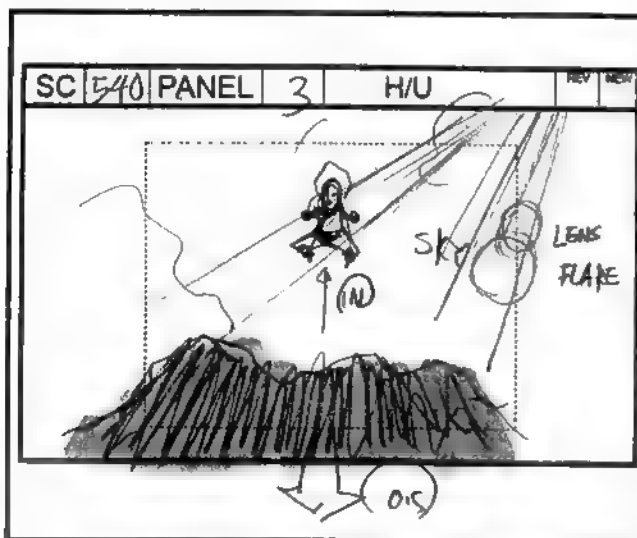
TIME 8x



ACTION Int. Ext. Day Night
 (B)'S HEAD FALLS INTO SC. (back of Afro)

DIALOGUE

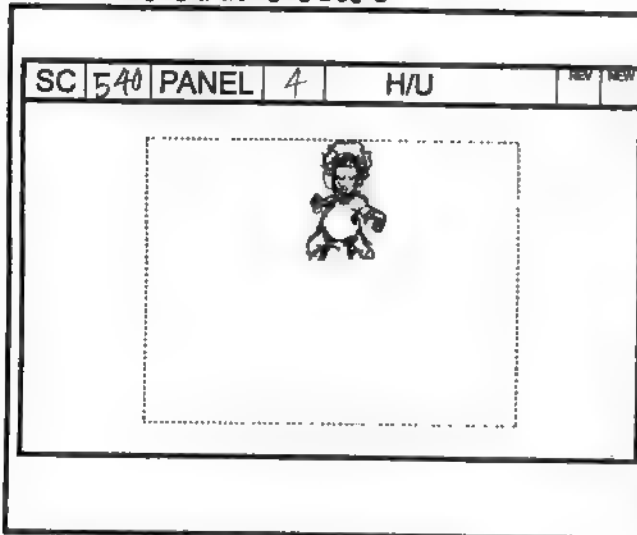
TIME 6x



ACTION Int. Ext. Day Night
 (B)'S HEAD FALLS O.S. AS (H) LEAPS UP INTO SC. LENS FLARE THE LIGHT BEHIND (H). (DX) LENS FLARE

DIALOGUE

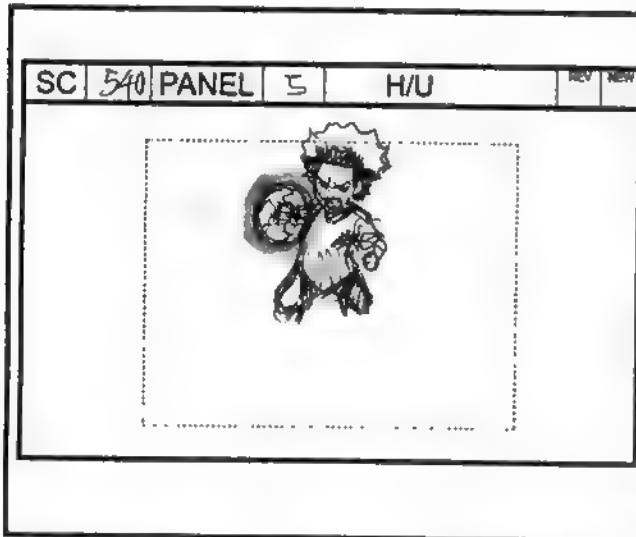
TIME 4x



ACTION Int. Ext. Day Night
 • ANIMATION NOTE
 KEEP (H)'S POSE SAME FROM PNL 4 TO 6
 (H) FALLS TOWARD CAM'
 DX GLOW, BLDX GLOW/ENERGY
 BOLTS EFX

DIALOGUE

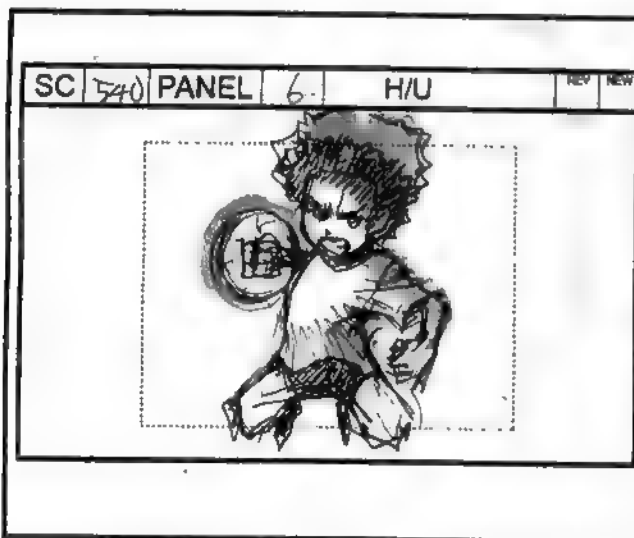
TIME 16x



ACTION Int. Ext. Day Night
 ACTION CONT'
 ANIM' ELECTRIC GLOW AROUND GLOVE.

DIALOGUE

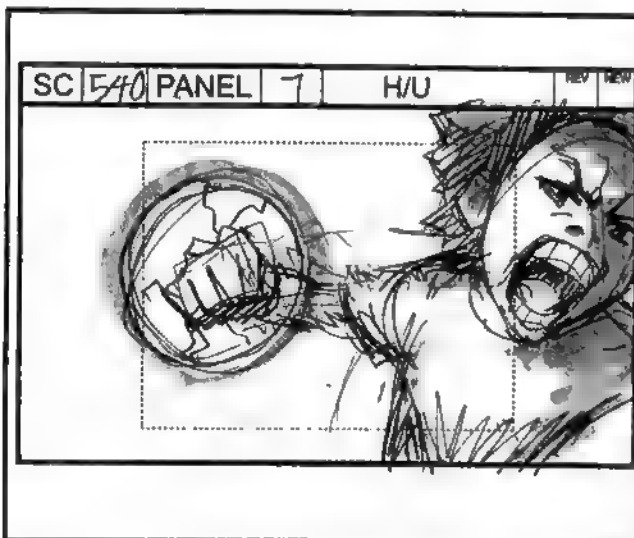
TIME 10x



ACTION Int. Ext. Day Night
 ACTION CONT'

DIALOGUE

TIME 6x



ACTION Int. Ext. Day Night
 (H) ANTICS PUNCH TOWARD CAM'

DIALOGUE

TIME 4x

SC	5A	PANEL	8	H/U	REV	NEW
ACTION Int. Ext. Day Night						
(H)'S ELECTRIC FIST FILLS CAM'						
DIALOGUE						
TIME 2x						

SC		PANEL		H/U	REV	NEW
ACTION Int. Ext. Day Night						
DIALOGUE						
TIME						

SC		PANEL		H/U	REV	NEW
ACTION Int. Ext. Day Night						
DIALOGUE						
TIME						

SC		PANEL		H/U	REV	NEW
ACTION Int. Ext. Day Night						
DIALOGUE						
TIME						


SC				PANEL				H/U				REV	NEW
ACTION Int. Ext. Day Night													
DIALOGUE													
TIME													


SC				PANEL				H/U				REV	NEW
ACTION Int. Ext. Day Night													
DIALOGUE													
TIME													


SC				PANEL				H/U				REV	NEW
ACTION Int. Ext. Day Night													
DIALOGUE													
TIME													

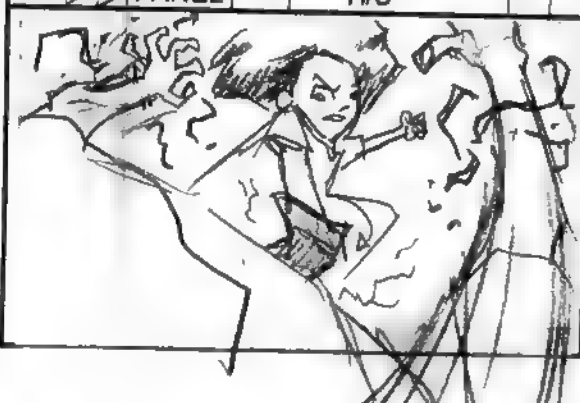
NO SC. 541

SC 542				PANEL 1				H/U				REV	NEW
ACTION Int. <input checked="" type="radio"/> Ext. <input checked="" type="radio"/> Day <input checked="" type="radio"/> Night													
MS/EXT. T.V. STUDIO-REAR ENTRANCE BUSHIDO BROWN STUCK IN BROKEN CRACKED FLOOR. HUEY w/ GLOVE COMES (IN) WITH A FIST DROP HIT.													
DIALOGUE DX GLOW / BLOX GLOVE / ENERGY BOLT SFX													
TIME 2x													

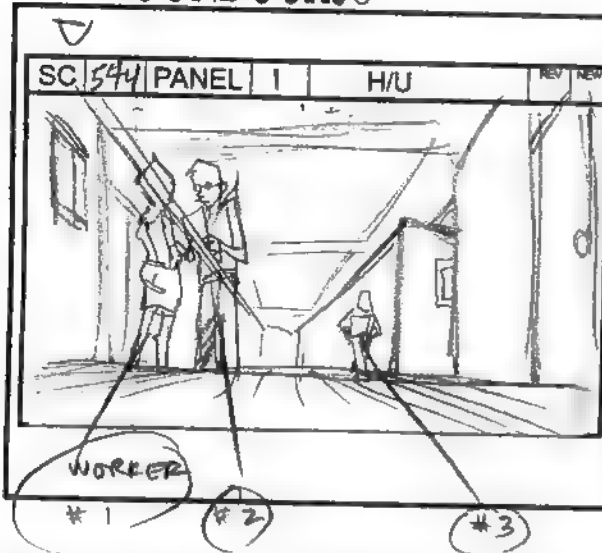
SC 542	PANEL 2	H/U	REV	NEW
				
ACTION Int. Ext. Day Night BUSHIDO BROWN IN PAIN FROM GETTING HIT BY HUEY W/GLOVE GLOW OFF W/ HIT				
DIALOGUE CONT ENERGY BOLTS				
TIME 2x				

SC 542	PANEL 3	H/U	REV	NEW
				
ACTION Int. Ext. Day Night ELECTRIC SHOCK COMES OUT OF HUEY'S GLOVE. BUSHIDO BROWN REACT IN PAIN FROM SHOCK.				
DIALOGUE				
TIME 2x				

SC 543	PANEL 1	H/U	REV	NEW
				
ACTION Int. Ext. Day Night MS/EXT. T.V STUDIO - REAR ENTRANCE UPSHOT ON HUEY W/GLOVE SHOCKING BUSHIDO BROWN. BUSHIDO BROWN RAISE UP HIS HAND.				
DIALOGUE BB SHAKES FAST AS ENERGY BOLTS SURROUND HIM				
TIME 2x				

SC 543	PANEL 2	H/U	REV	NEW
				
ACTION Int. Ext. Day Night BUSHIDO BROWN RAISE BOTH HAND 'IN PAIN. HUEY ANTI BACK HAND TO HIT BUSHIDO BROWN.				
DIALOGUE				
TIME 4x				

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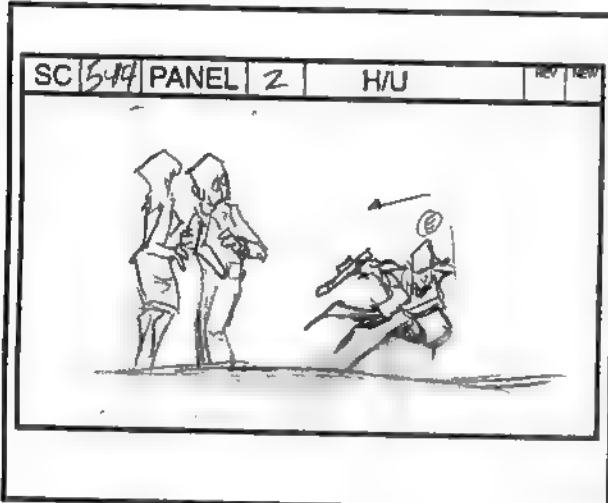


ACTION Int. Ext. Day Night

WIDE/INT. TO STUDIO - HALLWAY
WORKERS IN HALLWAY.

DIALOGUE

TIME 32x

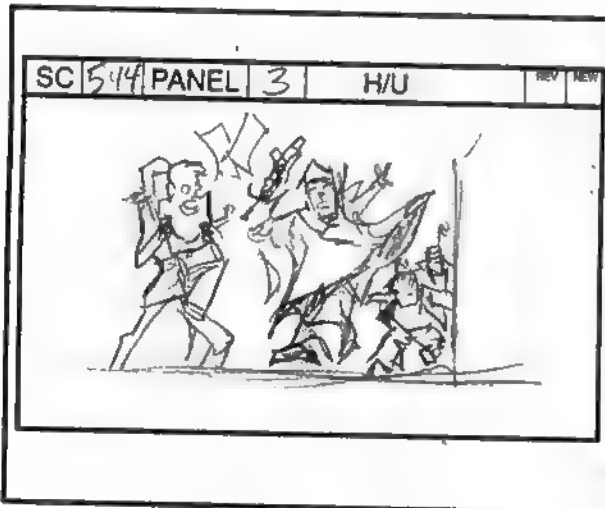


ACTION Int. Ext. Day Night

EDITH, RUMMY, RILEY RUN THROUGH HALLWAY. RUMMY/MAD EDITH CARRY SUB MACHINE GUNS. PEOPLE STOP AND LOOK CONFUSED AS THEY PASS BY.

DIALOGUE

TIME 24x

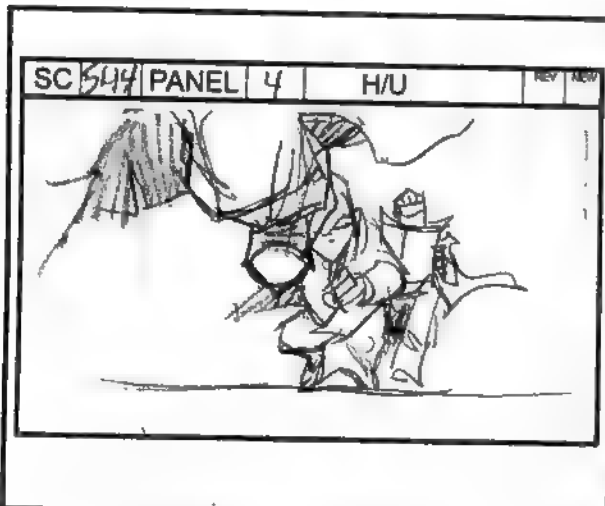


ACTION Int. Ext. Day Night

WORKER # 2, TOSSES PAPERS IN TO THE AIR AND DROPS IN TO WOMAN'S ARMS IN TERROR

DIALOGUE

TIME 16x





ACTION Int. Ext. Day Night


THEY RUN (OS)

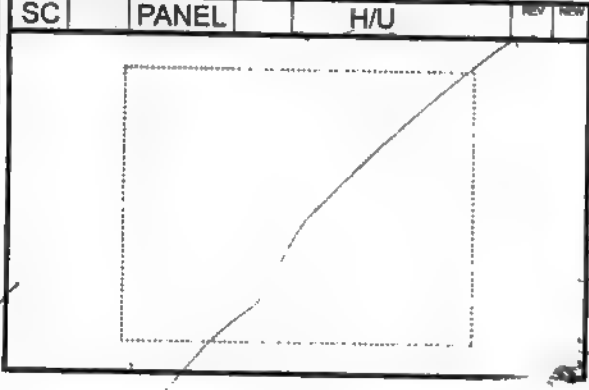
DIALOGUE

TIME 16x

SC 344	PANEL 5	H/U	REV	NEW
				
ACTION Int. Ext. Day Night				
CONT.				
DIALOGUE				
TIME 16x				

SC 345	PANEL 1	H/U	REV	NEW
				
ACTION Int. Ext. Day Night				
ANIME B G				
MS/INT. TV. STUDIO - HALLWAY				
AS ED III, RUMMY, RILEY				
RUNNING IN HALLWAY. P				
RUMMY w/ MAP, ED III WITH SUB MACHINE GUNS				
DIALOGUE				
(198) RUMMY				
OKAY OPRAHS				
DRESSING ROOM SHOULD BE UP HERE AND TO THE LEFT."				
TIME 16x				

SC 345	PANEL 2	H/U	REV	NEW
				
ACTION Int. Ext. Day Night				
CONT				
DIALOGUE				
(198) RUMMY (CONT)				
" - LETS GO "				
TIME 18x				

SC	PANEL	H/U	REV	NEW
				
ACTION Int. Ext. Day Night				
DIALOGUE				
TIME				

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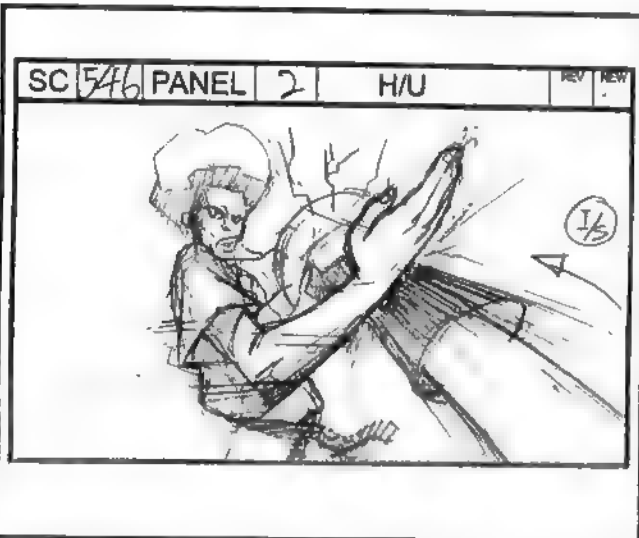


ACTION Int. Ext. Day Night

CLOSE ON BUSHIDO BROWN.

DIALOGUE

TIME 10x

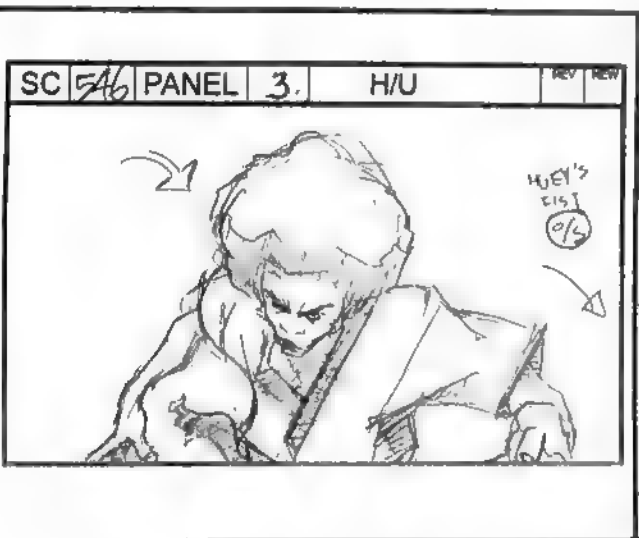


ACTION Int. Ext. Day Night

DX GLOW / BLDX GLOVE EFX
HUEY'S GLOVED FIST (IN) w/BLUR
BUSHIDO'S BROWN DODGES BACKWARD
AND BLOCKS, BLUR EFX OFF

DIALOGUE w/ BLOCK

TIME 10x

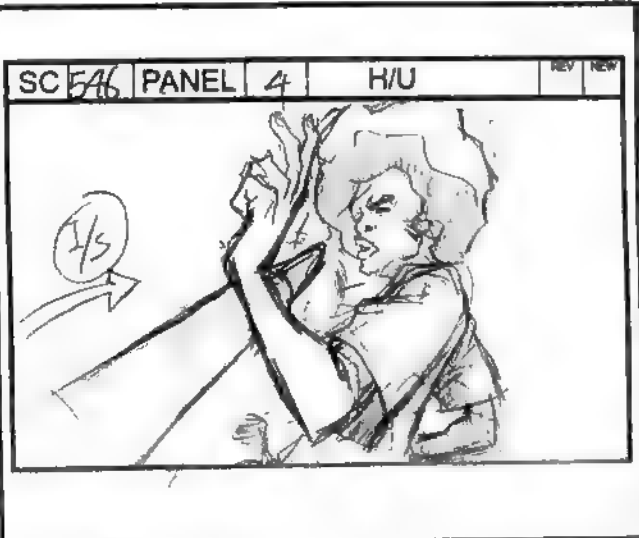


ACTION Int. Ext. Day Night

HUEY'S FIST WITHDRAWS (0.5)
BROWN DODGES.

DIALOGUE

TIME 4x



ACTION Int. Ext. Day Night

(H)'S LEFT FIST (IN)
(BB) BLOCKS.

DIALOGUE

TIME 6x

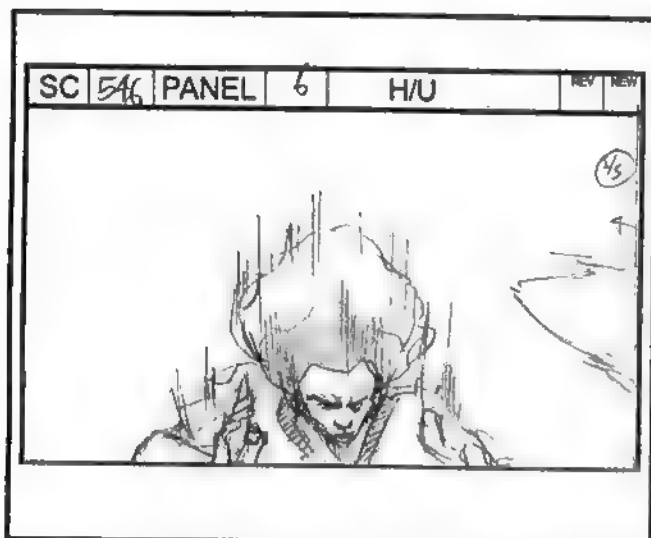


ACTION Int. (Ext.) (Day) Night

(H'S) LEFT FIST WITHDRAWS (OS).

DIALOGUE

TIME 4x

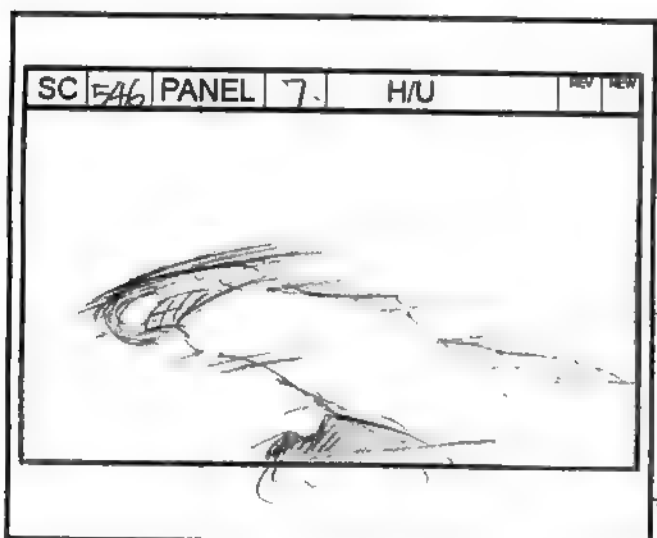


ACTION Int. (Ext.) (Day) Night

BLUR EFX w/
(BB) DUCKS DOWN FAST, AS
(H'S) LEG KICKS (IN).

DIALOGUE

TIME 2x



ACTION Int. (Ext.) (Day) Night

BLUR EFX w/
(H'S) LEG KICKS THRU SC,
OVER (BB'S) HEAD.

DIALOGUE

TIME 4x



ACTION Int. (Ext.) (Day) Night

(H'S) LEG GOES (OS).
(BB) RISES UP.

DIALOGUE

TIME 6x



ACTION Int. (Ext.) (Day) Night

(H's) GLOVE (IN)

(BB) CATCHES IT.

TREMBLE ACTION ON HANDS

DIALOGUE

DX GLOW & BLOX GLOVE / ENERGY BOLTS EFX

TIME 16x



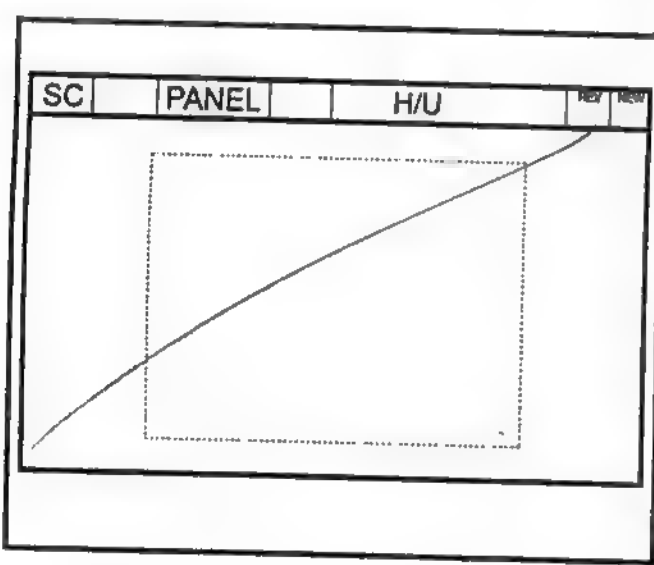
ACTION Int. (Ext.) (Day) Night

TREMBLE & EFX CONT

CUT TO (CIV) ON (BB) GRIMACING. PAN RIGHT TO (BB) FIST CLENCHING (H's) GLOVED FIST.

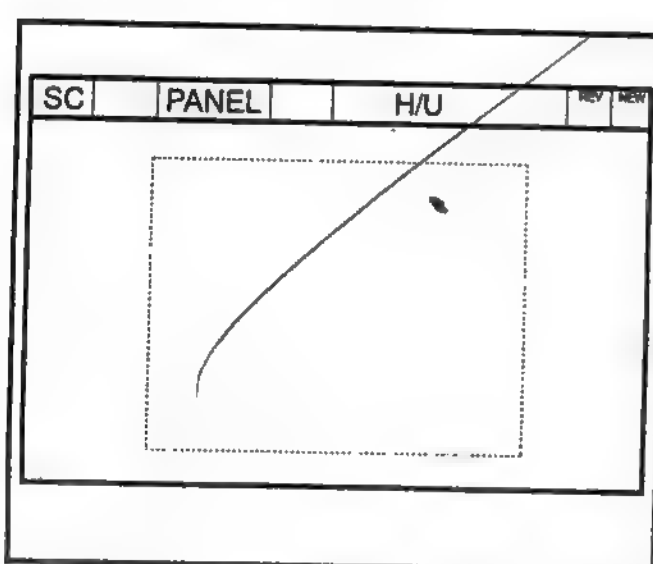
STOP PAN START

P	H
48x	26x



DIALOGUE

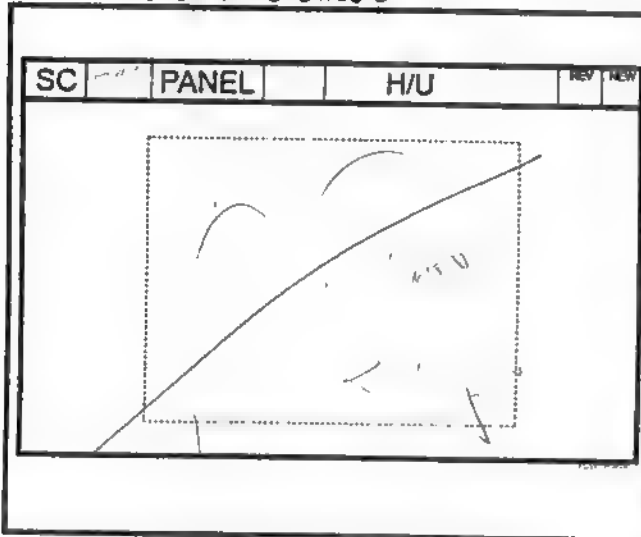
TIME



ACTION Int. Ext. Day Night

DIALOGUE

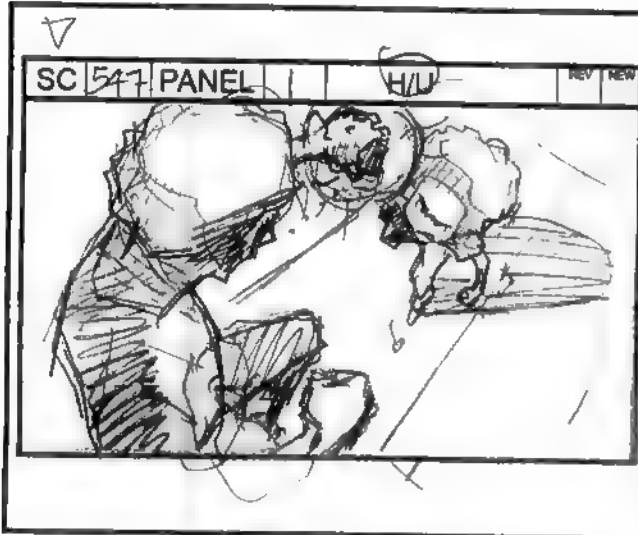
TIME



ACTION Int. Ext. Day Night

DIALOGUE

TIME

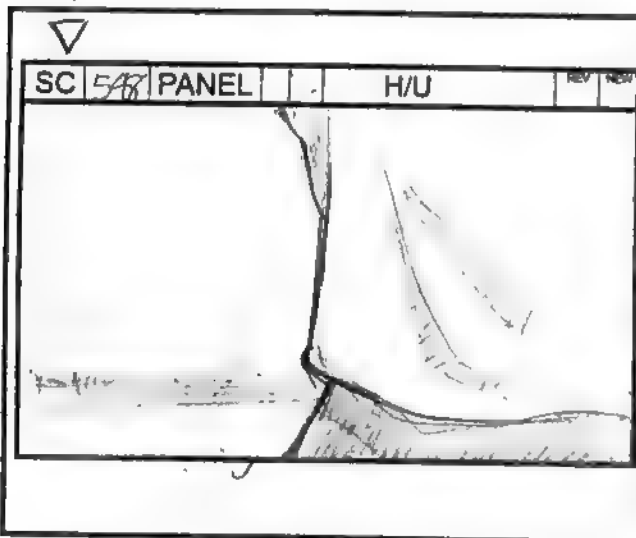


ACTION Int. Ext. Day Night

CONT TREMBLE & EFX
 (OTS) (BB) DOWNSHOT ON (H.)

DIALOGUE

TIME 2 1/2 x

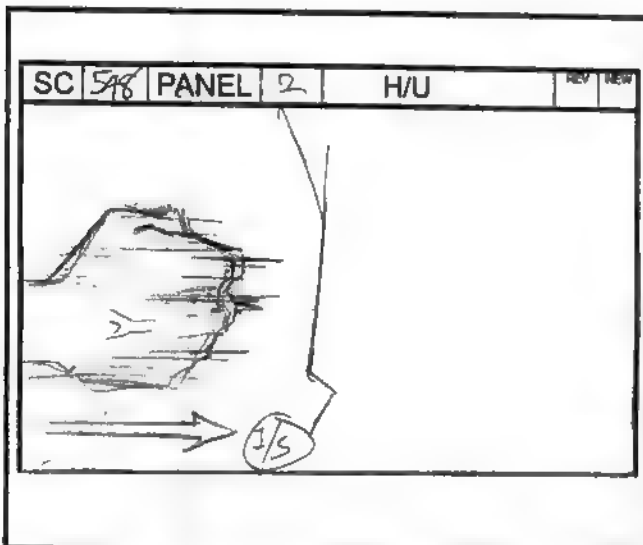


ACTION Int. Ext. Day Night

CLOSE ON (H'S) STOMACH.

DIALOGUE

TIME 2x

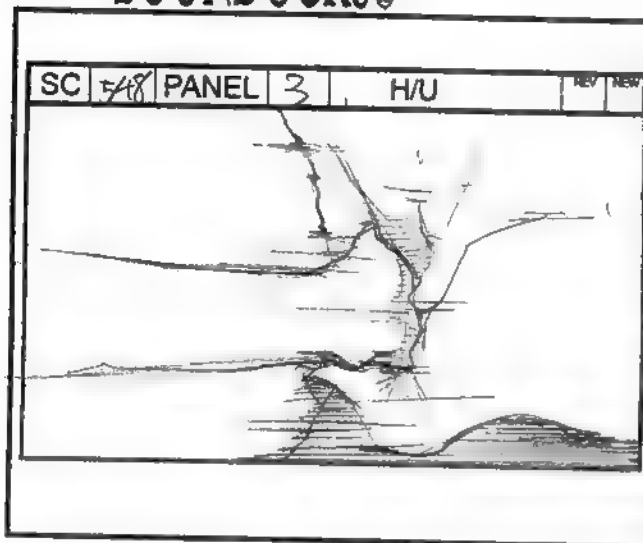


ACTION Int. Ext. Day Night

BLUR OF (BB'S) FIST (IN) TO (SC)

DIALOGUE

TIME 2x

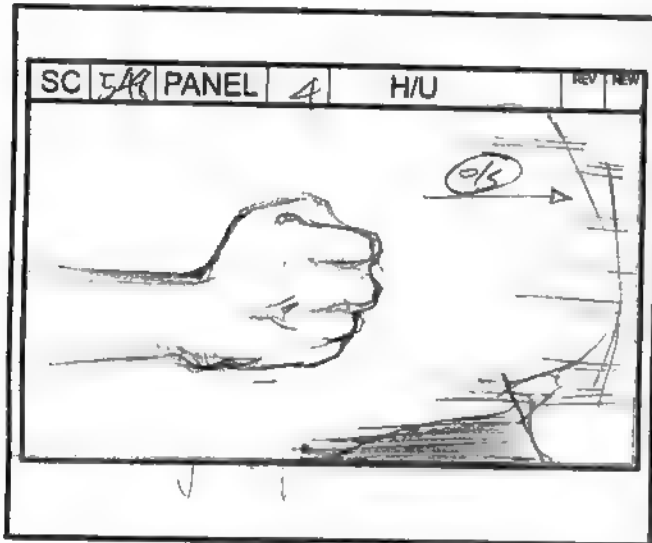


ACTION Int. (Ext.) (Day) Night

(BB) PUNCHES (H) IN STOMACH.
CONT BLUR

DIALOGUE

TIME 8x



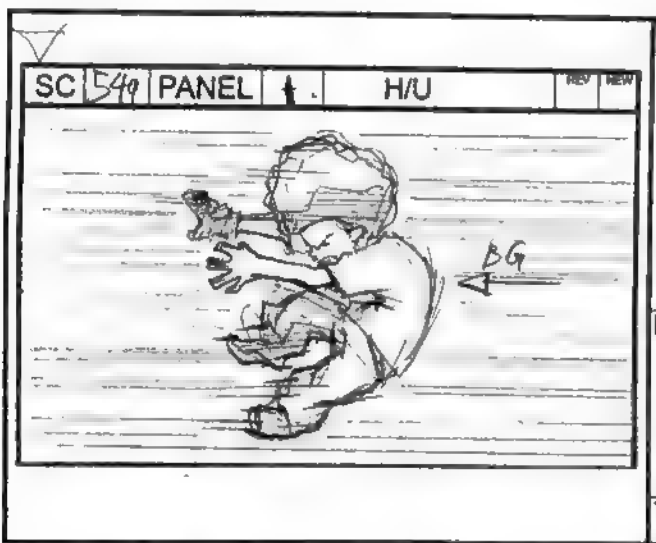
ACTION Int. (Ext.) (Day) Night

(H) FLIES BACKWARD (OS).

BLUR EFX OFF FIST &
ON HUEY'S STOMACH

DIALOGUE

TIME 10x

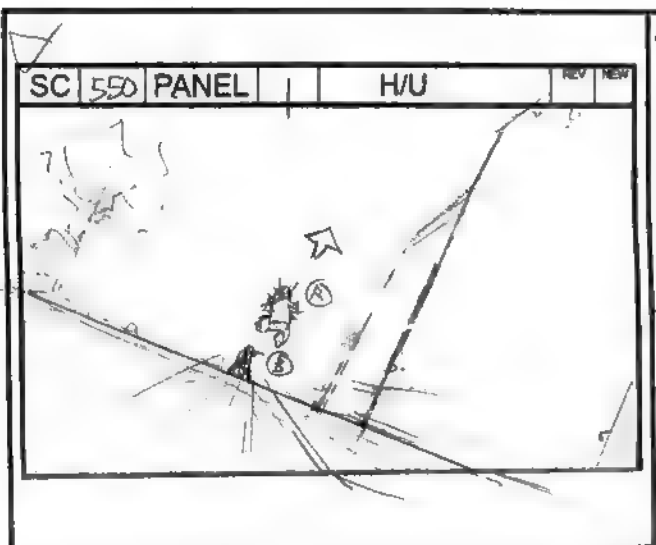


ACTION Int. (Ext.) (Day) Night

WIDER ON (H) FLYING
BACKWARDS- PAN BG
SPEED LINES.

DIALOGUE

TIME 40x



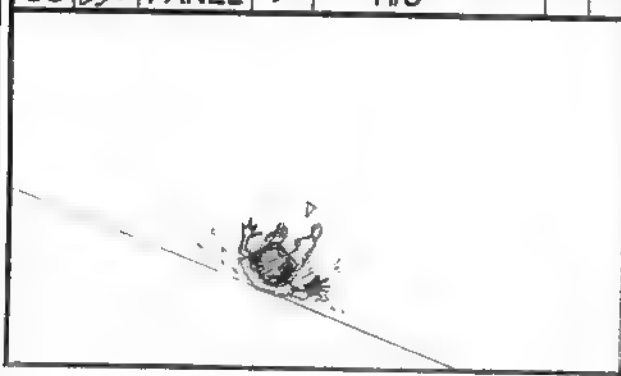
ACTION Int. (Ext.) (Day) Night

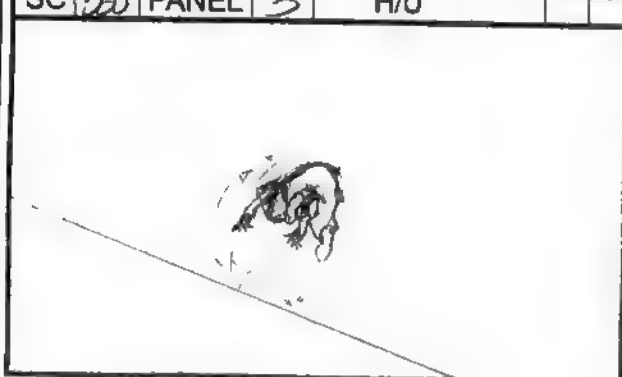
WIDE ON SC

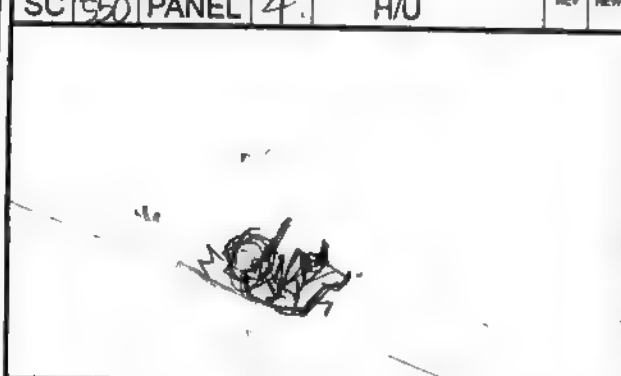
(H) FLIES BACKWARDS TWD. CAM.

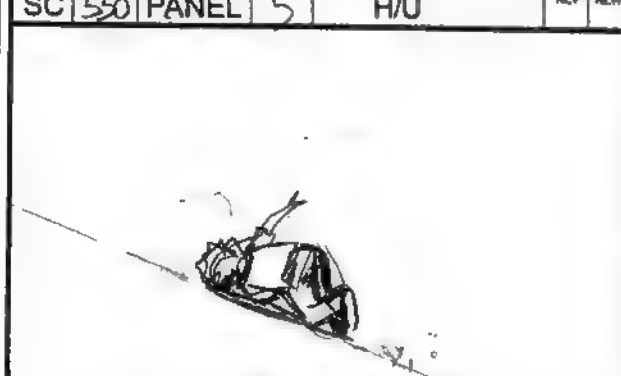
DIALOGUE

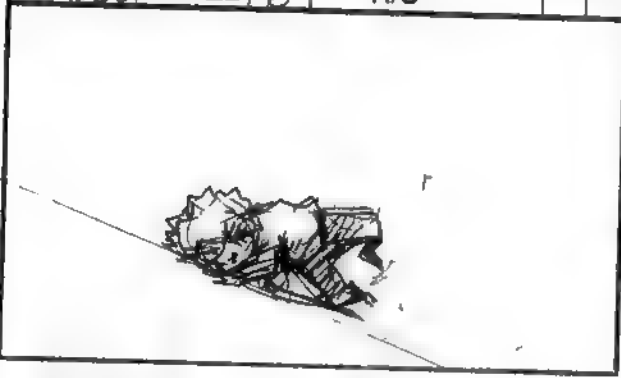
TIME 28x


SC 550	PANEL 2	H/U	REV	NEW
				
ACTION Int. <input checked="" type="radio"/> Ext. <input checked="" type="radio"/> Day <input checked="" type="radio"/> Night				
(H) HITS GROUND... DX DUST UP w/ HIT ACTION				
DIALOGUE				
TIME 6x				

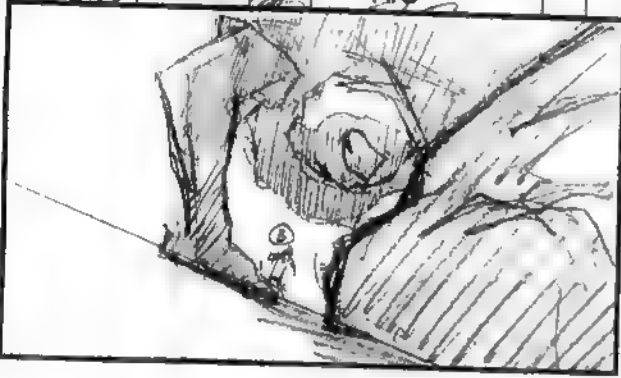
SC 550	PANEL 3	H/U	REV	NEW
				
ACTION Int. <input checked="" type="radio"/> Ext. <input checked="" type="radio"/> Day <input checked="" type="radio"/> Night				
...AND BOUNCES, ROLLS!				
DIALOGUE				
TIME 10x				

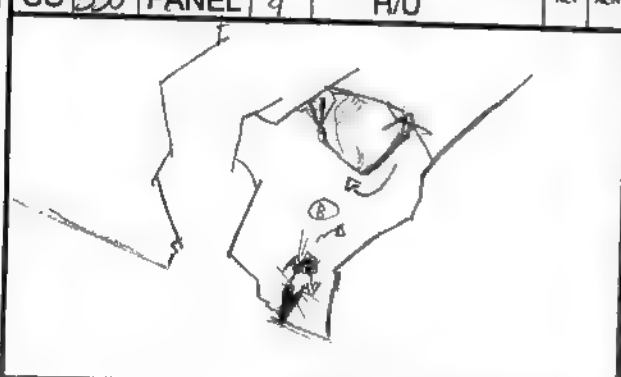
SC 550	PANEL 4	H/U	REV	NEW
				
ACTION Int. <input checked="" type="radio"/> Ext. <input checked="" type="radio"/> Day <input checked="" type="radio"/> Night				
CONT. ACTION. CONT DUST				
DIALOGUE				
TIME 6x				

SC 550	PANEL 5	H/U	REV	NEW
				
ACTION Int. <input checked="" type="radio"/> Ext. <input checked="" type="radio"/> Day <input checked="" type="radio"/> Night				
CONT. ACTION.				
DIALOGUE				
TIME 4x				

SC 550	PANEL 6	H/U	REV	NEW
				
ACTION Int. (Ext.) (Day) Night <p style="text-align: center;">CONT. ACTION</p>				
DIALOGUE				
TIME 4x				

SC 550	PANEL 7	H/U	REV	NEW
				
ACTION Int. (Ext.) (Day) Night <p style="text-align: center;">CONT. ACTION. CONT DUST</p>				
DIALOGUE				
TIME 4x				

SC 550	PANEL 8	H/U	REV	NEW
				
ACTION Int. (Ext.) (Day) Night <p style="text-align: center;">DUST SETTLES HUET ENDS UP IN THE FIG, STRUGGLING TO GET UP, (BB) IN FAR DISTANCE.</p>				
DIALOGUE				
TIME 28x				

SC 550	PANEL 9	H/U	REV	NEW
				
ACTION Int. (Ext.) (Day) Night <p style="text-align: center;">(H) LOOKS UP AS (BB) STARTS RUNNING FWD.</p>				
DIALOGUE				
TIME 24x				



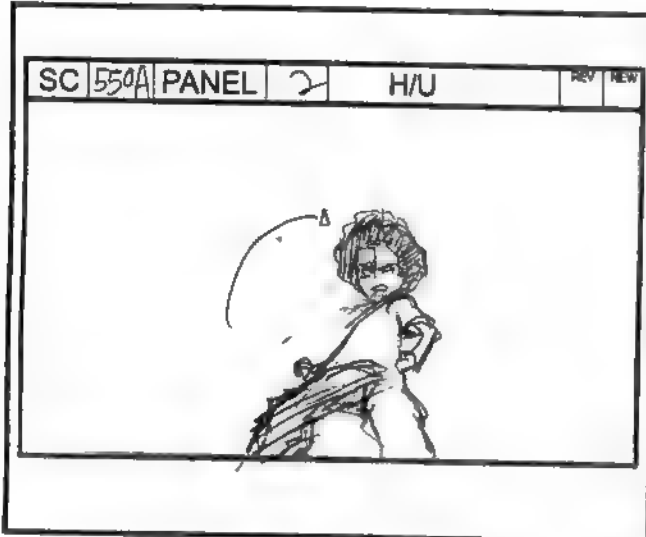
SC 550A PANEL 1 H/U

ACTION Int. Ext. Day Night

CLOSE, UPSHOT ON (H) AS HE RISES UP, TO STAND.

DIALOGUE

TIME 16x



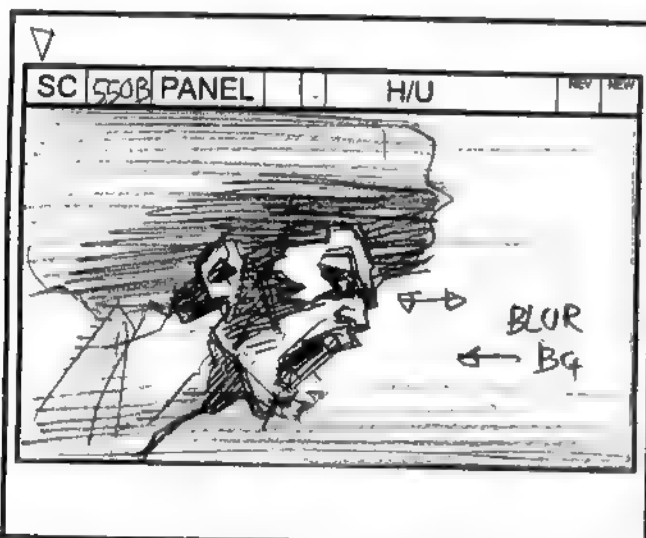
SC 550A PANEL 2 H/U

ACTION Int. Ext. Day Night

CONT. ACTION.

DIALOGUE

TIME 28x



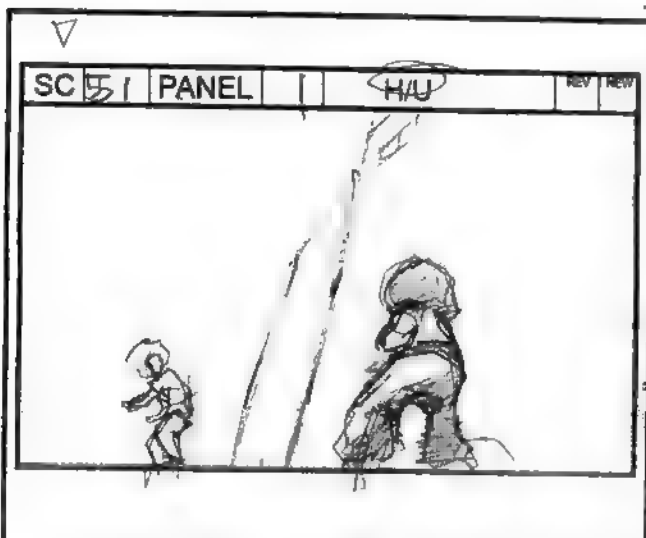
SC 550B PANEL 1 H/U

ACTION Int. Ext. Day Night

CLOSE ON (BB) RUNNING, BLUR PAN BG.

DIALOGUE

TIME 32x



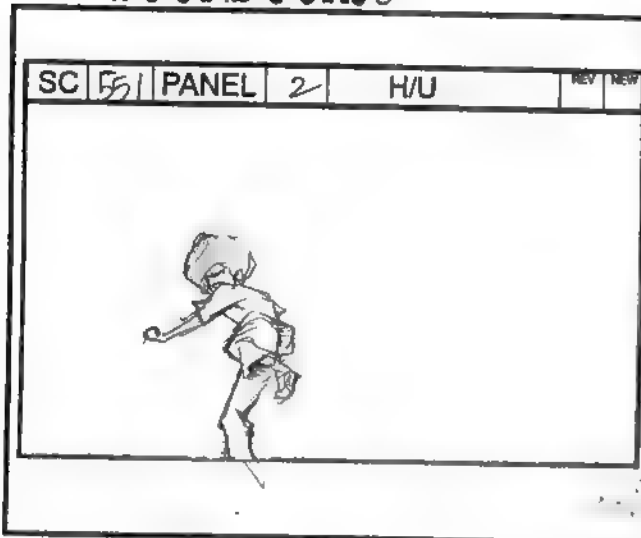
SC 551 PANEL 1 H/U

ACTION Int. Ext. Day Night

SLO-MO, AS (BB) RUSHES TWD. (H).

DIALOGUE

TIME

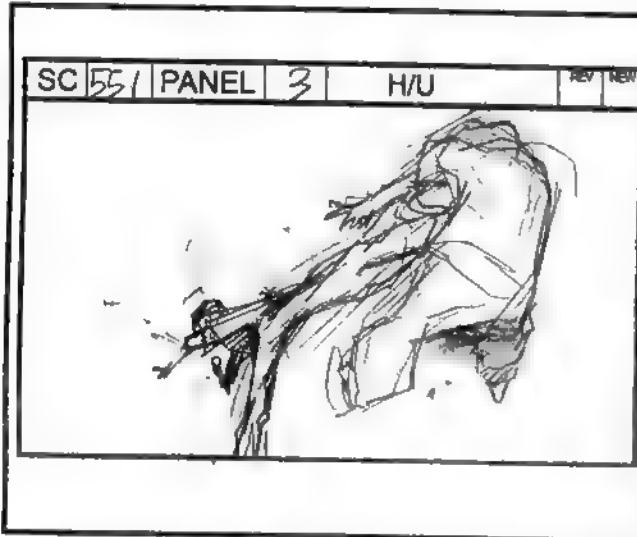


ACTION Int. (Ext.) (Day) Night

SLO-MO AS (BB) KICKS OUT AT (H.)

DIALOGUE

TIME 16x

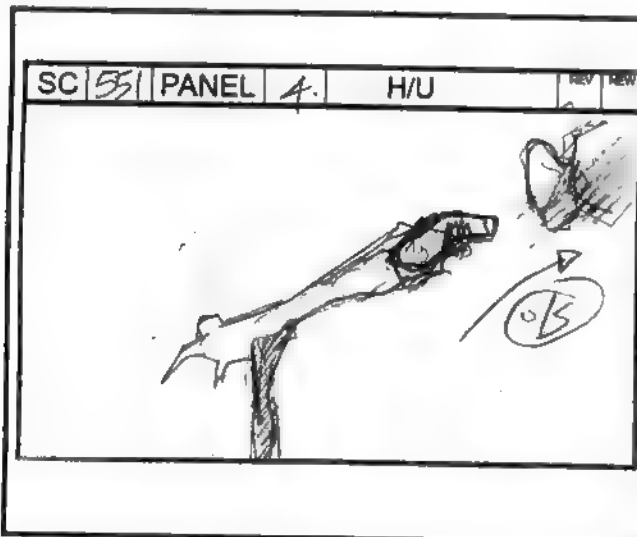


ACTION Int. (Ext.) (Day) Night

SLO-MO CONT. ACTION! BLUR EFX ON LEG & HUEY W/ KICK ACTION

DIALOGUE

TIME 16x

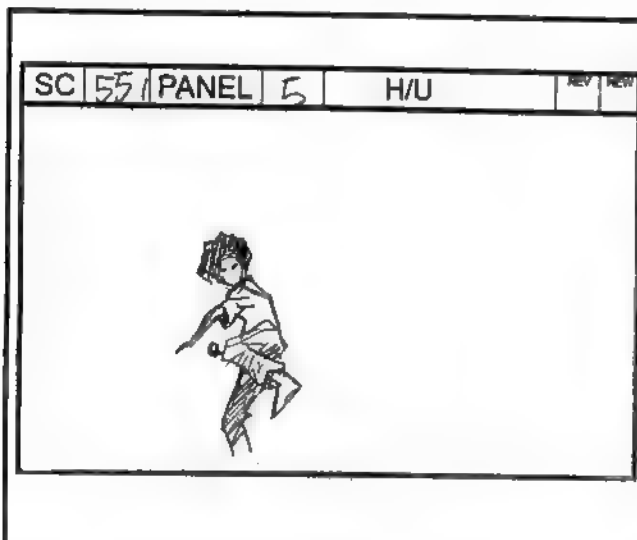


ACTION Int. (Ext.) (Day) Night

SLO-MO CONT. ACTION, (H) IS KICKED PAST CAM AND (OS)

DIALOGUE

TIME 16x

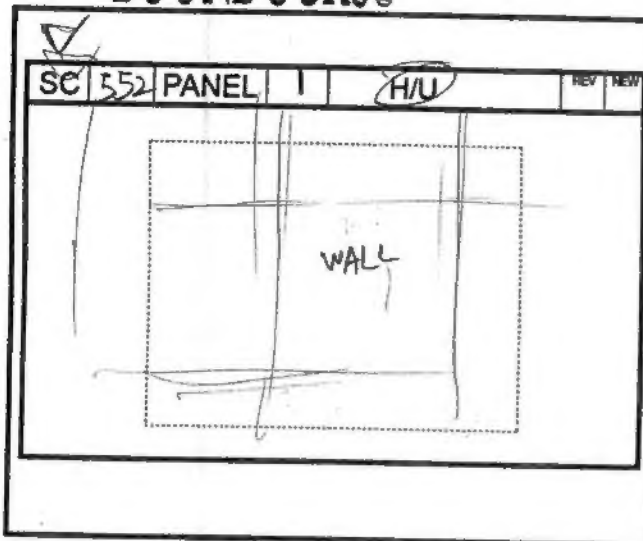


ACTION Int. (Ext.) (Day) Night

SLO-MO, (BB) WITHDRAWS LEG,

DIALOGUE

TIME 16x

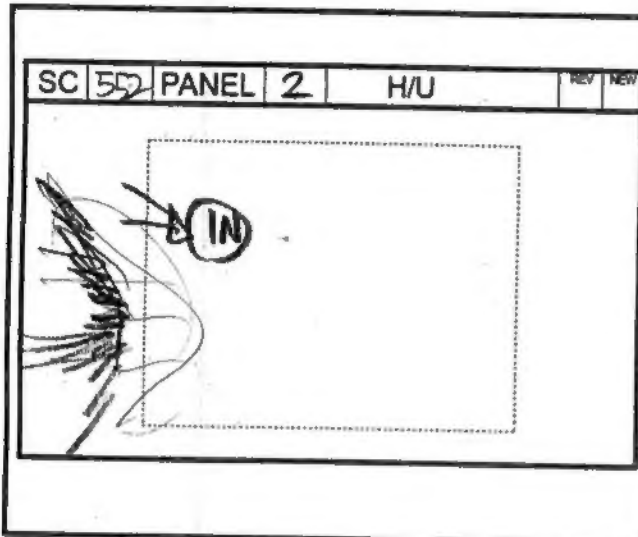


ACTION Int. Ext. Day Night

ON WALL (BG)

DIALOGUE

TIME 12x

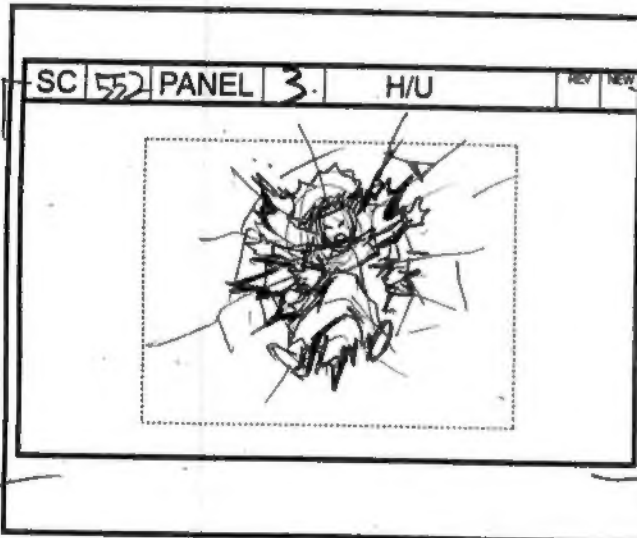


ACTION Int. Ext. Day Night

(H) FLIES (IN) TO SC.

DIALOGUE

TIME 4x

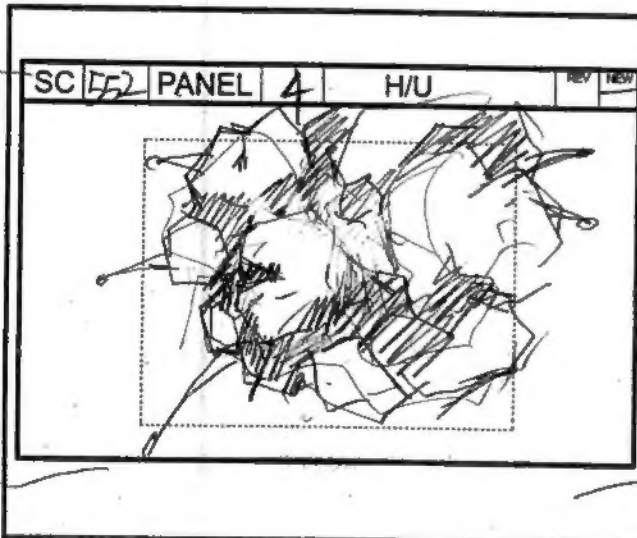


ACTION Int. Ext. Day Night

HUEY HITS WALL, CREATING
CRACKS. CAM SHAKE.
IN CAMERA ↗

DIALOGUE

TIME 6x

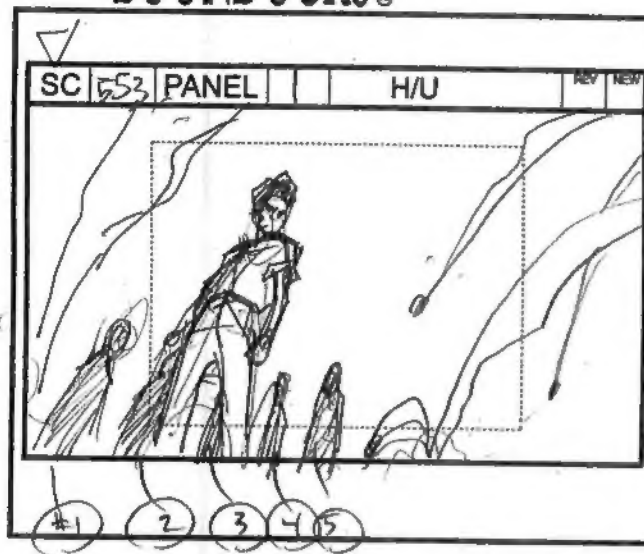


ACTION Int. Ext. Day Night

IN CAMERA
CAM SHAKE AS SMOKE
AND DUST BILLOWS OUT, AND
COVERS (H)'S BODY COMPLETELY.

DIALOGUE
(I+P EFX)

TIME 18x

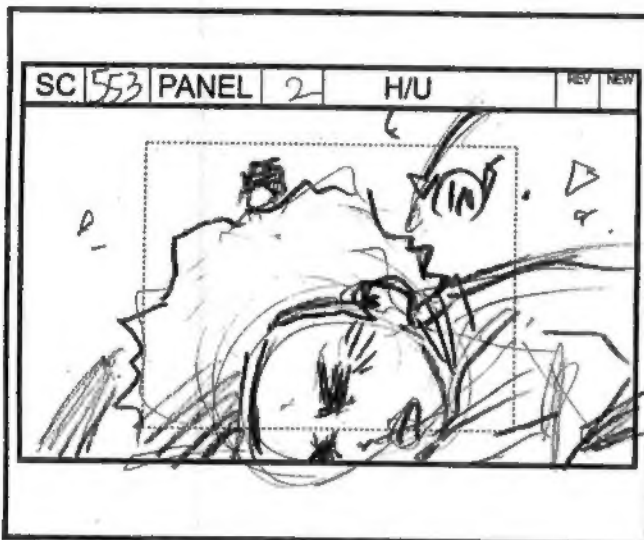


ACTION Int. (Ext.) (Day) Night

UPSHOT ON (BB) SMOKING
PIECES OF WALL FALL (IN) TO SC.
& TRAIL 1+P DUST

DIALOGUE

TIME 16x



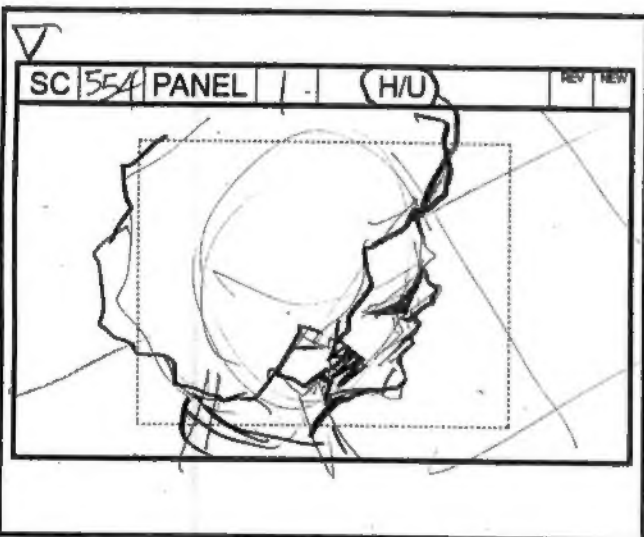
ACTION Int. (Ext.) (Day) Night

HUEY FALLS (IN) FGI

DIALOGUE

SFX
<RING>

TIME 32x



ACTION Int. (Ext.) (Day) Night

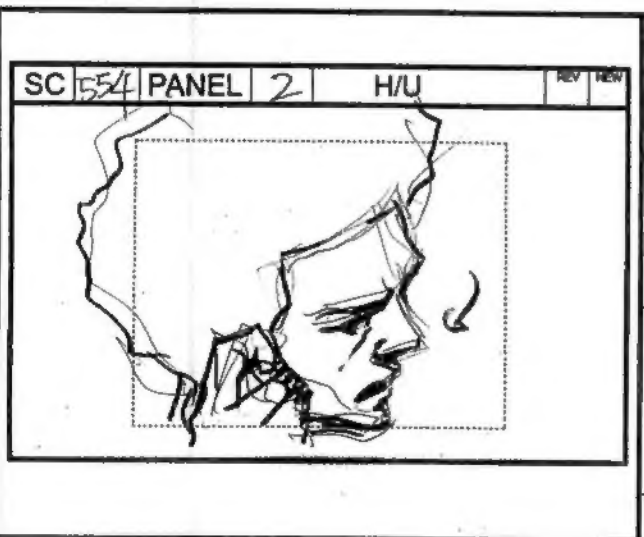
DOWNSHOT ON (BB)

DIALOGUE

SFX
<RING>

BUSHDO
"SAY!!"

TIME 10x



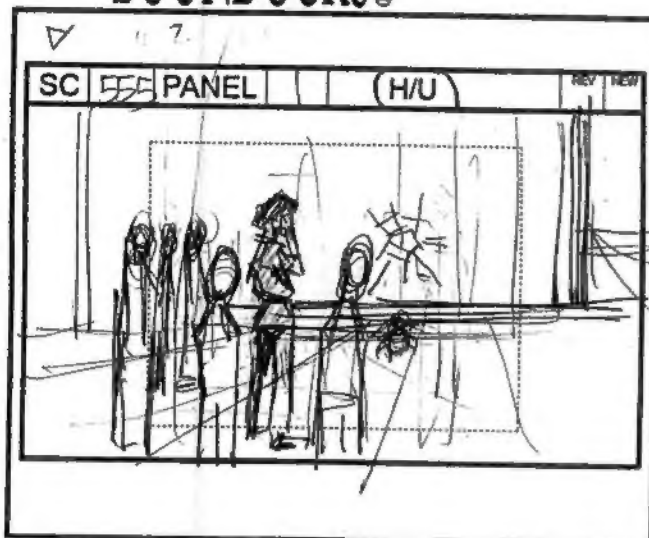
ACTION Int. (Ext.) (Day) Night

HE TURNS AS HE ANSWERS
CALL.

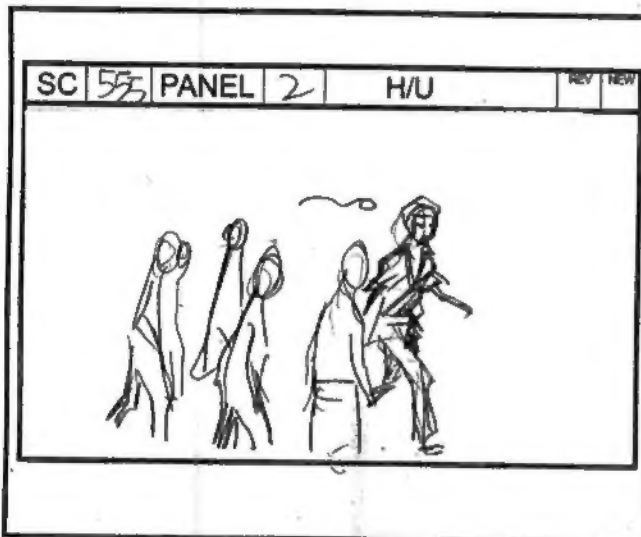
DIALOGUE

(199) BUSHDO BROWN
"SAY" AGAIN INTRUDERS IN
THE STUDIO

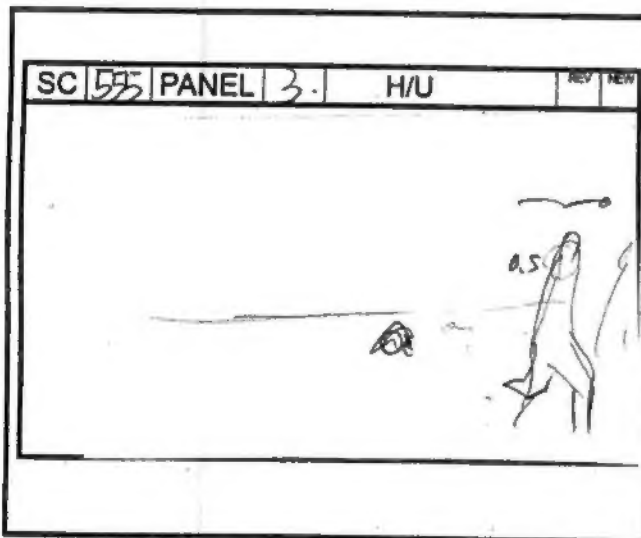
TIME 52x



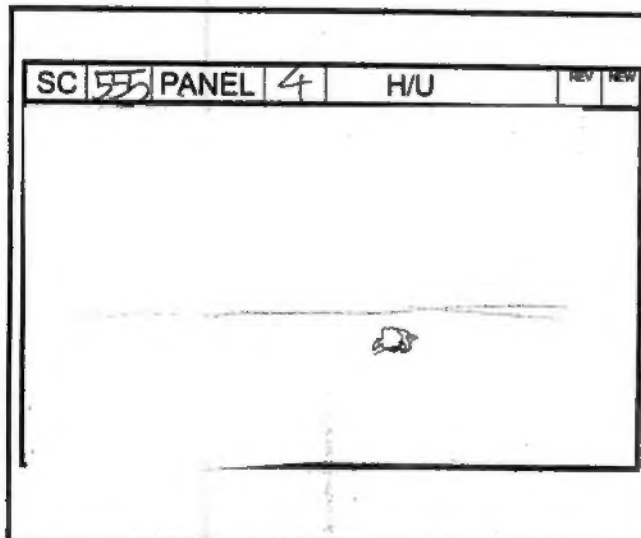
ACTION Int. (Ext) (Day) Night
 WIDE ON SC. (BB) AND HIS SECURITY TEAM.
 DIALOGUE
 TIME 4x



ACTION Int. (Ext) (Day) Night
 THEY TURN AND MOVE (OS).
 DIALOGUE (199) (CONT. BUSHIDO BROWN)
 "ALL RIGHT WERE ON IT."
 TIME 24x



ACTION Int. (Ext) (Day) Night
 CONT. ACTION
 DIALOGUE
 TIME 28x



ACTION Int. (Ext) (Day) Night
 ON HUEY, LYING ON GROUND.
 DIALOGUE
 TIME 16x

